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THE SIERRA NEWS MAGAZINE

Publisher
Ken Williams

Executive Editor
John Williams

Editor
Nancy Smithe

Art Director
Greg Steffen

Illustration
John Gamache
Terry Robinson

Contributors
Bridget McKenna
Johnnie Magpie
John Williams
Ken Williams

Customer Support Contributors
John Cunney
Liz Jacobs
Dave Morrow
Mike Weizer

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For Advertising, contact
Nick Medici, Business Manager
209-683-4468

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ON THE COVER

Foolin' Around

with Two Guys from Andromeda

This issue's Sierra News Magazine cover puts the spotlight on Space Quest Designers Scott Murphy and Mark Crowe. Their latest release, Roger Wilco and the Time Rippers hits the retail shelves just in time for some hearty April Fools Day Foolishness.

From the first time Scott Murphy and Mark Crowe pooled their talents on a computer game project, back in 1986, it was obvious that they had a lot in common. Both were blessed (or cursed, depending on how you view it) with an off-the-wall sense of humor and fun that was not always entirely appropriate to the task at hand (on the 'Black Cauldron' project, they occasionally bumped heads with the Disney people on the subject of acceptable jokes). Both had a yen to create a computer game that would combine science fiction, adventure and a very special brand of satirical comedy. When they got their chance, the result was the ***Space Quest*** series.

From the outset, it was clear that The Two Guys From Andromeda, as Mark and Scott called their alter ego alien game authors, were onto something good. Critics and players alike raved about the games and waited breathlessly for the next installment in the adventures of Roger Wilco. Last year, Game Player's Magazine awarded ***Space Quest III*** its award for 'Best Adventure Game' of 1989, and the Software Publishers' Association voted it 'Best Fantasy Role-Playing/Adventure Game'. But the story was not over yet.

Even as Mark and Scott were collecting their awards, pictured here, they were already feverishly planning their next triumph of the absurd, ***Space Quest IV, Roger Wilco and the Time Rippers.*** This latest installment in Roger's saga features the most astounding graphics and animation yet seen in a Sierra game, a fantastic stereo soundtrack, and a convoluted space-and-time-hopping plot guaranteed to make players' heads spin.

It's plain to see that the Two Guys From Andromeda and their earthly counterparts, Scott Murphy and Mark Crowe, have a good thing going chronicling the life and times of Roger Wilco.

*For more information on **Space Quest IV**: Roger Wilco and the Time Rippers, see 'Pathways to Adventure' on Page 6.*

Cover Illustration by Terry Robinson

NEED A HINT?

Write a letter to the Sierra Hint Department, P.O Box 485, Coarsegold, CA 93614
OR Call our automated hint line at (900) 370-KLUE to receive a hint.
California residents, please dial (900) 370-5113.

This service is available 24 hours a day. The charges are: 75 cents for the first minute and 50 cents for each additional minute, which includes long distance charges. **If you are under 18 years of age, you must have a parent's permission to call.** The contents of all messages are solely the responsibility of Sierra On-Line. *Hints can not be given on other Sierra telephone lines.* The automated hint line is only available within the United States.

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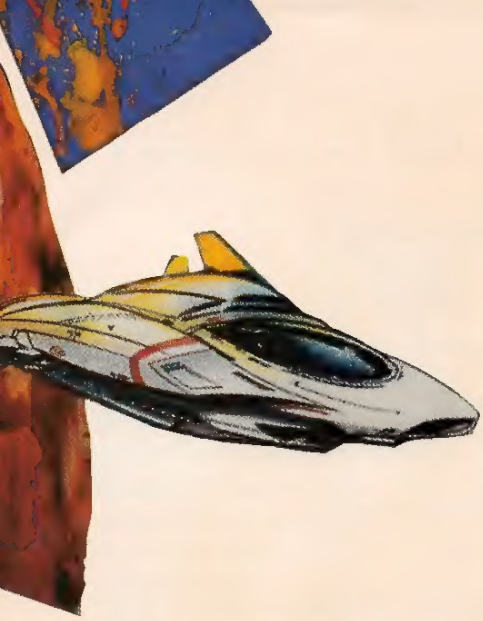

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PRESIDENT'S CORNER

Welcome to the Summer '91 issue of the Sierra News Magazine! This issue I have a great many things I'd like to talk about, so, if you don't mind, I'll just cover a broad range of topics one at a time.

Confusion at Retail

I really do not understand how anyone is able to buy computer software anymore. The labels on the packaging have become so complex that only a computer programmer can interpret them. Even Sierra is amongst the guilty; ***Space Quest IV*** ships in FOUR different versions for MS-DOS compatible computers: High Density 3.5" VGA, High Density 5.25" VGA, Low Density 3.5" EGA/Tandy and Low Density 5.25" EGA/Tandy. All versions require a hard disk. In case you don't notice the words VGA or EGA, the box also contains one of the two following designations: 16 color version or 256 color version.

Don't feel bad if you're confused. I have trouble figuring it out. ALL I can say in our defense is that there is no other way to deliver top quality entertainment. People with VGA graphics cards deserve the best graphics their machine is capable of delivering, as do the people with EGA cards. Our competitors get around the confusion problem in one of two ways. The first is the easiest, write small games and put both the EGA and VGA versions in the same box. Since not many floppies are involved, you can then put both the 3.5" and the 5.25" copies in the same box, and just to keep life easy, you can use Low Density media. The second technique is to do beautiful VGA graphics, which look great on VGA machines, but algorithmically convert them for presentation on an EGA screen. This results in ugly 16 color graphics.

It is not my style to pick on competitors. I'm just trying to explain why the confusion at retail is necessary, and that we know that it's confusing and a big pain for all of you. My vision of our company is that we should always do everything first rate and that if we ever let quality slip, we'll lose you as a customer and friend. We will not shrink our games or compromise our graphics because we think you'd rather take an extra 5 minutes studying labels in your store than spend 30 hours looking at a mediocre product.

Box Labels

While I'm thinking about it, I somehow managed to get myself appointed head of the Software Publishers Association (SPA) Standards Committee. I have been outspoken in claiming that one of the reasons so few people own computers is that they are so hard to operate. You nearly have to be a genius just to figure out how to install, configure, run and quit a computer game. There is no reason these common functions should require you to read a manual. The hardware companies seem to be focused on reducing the hardware price as a way of expanding the size of the personal computer market, which is certainly important, but my feeling is that it doesn't matter what a computer costs if you can't figure out how to use it. My goal was to get all the software publishers into one room and see if I couldn't get everyone to agree on a common way of doing some fairly common tasks.

I did manage to get the senior technical officers from most of the consumer software companies together and our meeting turned out great. We discussed such profound issues as "Can we all agree on how our customers install something on their hard disk?" and "How does one exit a program without reading the manual?" I'm delighted to say that a consensus was reached on all of these points and many more. We even agreed on standard terminology for describing all the hardware options we always seem to be talking about in the confusing stickers on our boxes.

If you are a software publisher (or just a curious user) and want to see the SPA guidelines for software development, contact Sara Barth at the SPA (202) 452-1600.

While we were at it, we took a stab at seeing if we could agree on a rating system for our industry similar to the one used by the film industry (G, PG, PG-13, R, NC-17). This turned out to be extremely controversial. Opinions ranged from those who thought censorship was wrong in any form to those who thought we should ban the sale of games with adult material. ALL we could agree was that the outside of a product's box should clearly indicate what is inside the box. It's a start.

Multimedia

Sierra had planned to have for sale by now, an upgrade kit for MS-DOS computers that would give you everything you need to run multimedia product for around $750. This isn't happening now, and may never happen. Here's why.

We have made a major commitment to CD-ROM based product and will soon be shipping CD-ROM based versions of

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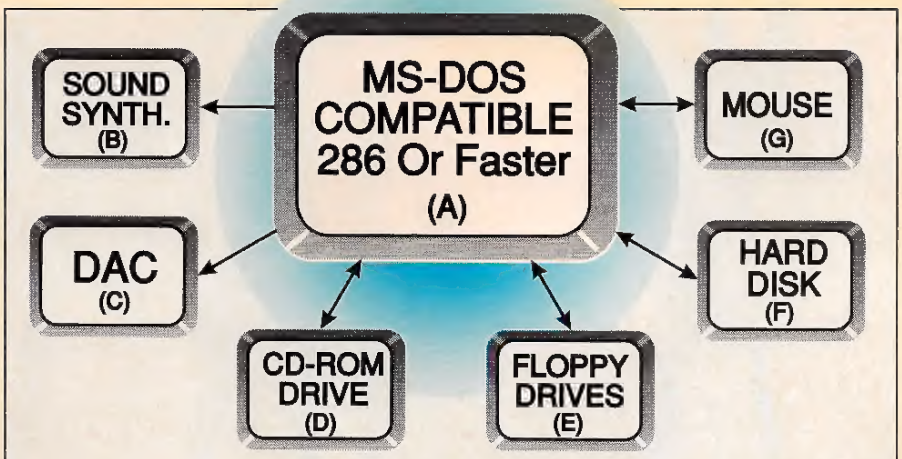
the following products: ***King's Quest V, Space Quest IV, Stellar 7, Jones in the Fast Lane*** and ***Mixed-Up Mother Goose***. Once you've played the multimedia versions of our products, where all of the characters speak, the normal versions feel as obsolete as silent films.

But, now for the bad news. Multimedia technology is evolving faster than you can believe. In some ways, the evolution is taking the form of lower prices, in others it's faster CD-ROM drives or better quality sound. My guess is that by the time we ship you hardware something better will be available for less money.

I don't know that I have the stomach for hardware distribution. It's just too fast moving. Perhaps when things calm down, we'll put together a bundle we can still feel proud of having sold you a year after you've got it.

For those of you who are confused about what is meant by Multimedia or what you will need to run Multimedia product, the chart here may help.

CD-ROM is the future, and Sierra is agressively supporting it. But, as with all emerging technologies the chance you'll buy hardware which will become quickly obsolete is high. Watch new product announcements this fall closely.



A. If you have a 8086 computer or even a slow 286 (under 16 megahertz) you should begin your multimedia upgrade with the purchase of a new computer.

B. Even though your CD-ROM drive can play music CD's you will still need the ability to synthesize music. For the technically minded, this is because a CD-ROM can be thought of as being similar to a record player. There is a laser beam instead of a needle but the concept is the same. Multimedia products are interactive products which means the needle (laser beam) will be jumping all over the record (cd) in response to your commands as you play the game. If music were coming off the CD then any time the needle had to be moved, for instance to play some speech, the music would be interrupted. The most common synthesizers sold today are the Roland MT-32, SoundBlaster card and the Adlib card. Many Tandy computers have a sound synthesizer (3 voice) as standard equipment.

C. The DAC or Digital to Analog Converter converts digitized information on a CD into sound you can hear. Most CD-ROM drives come with a "built-in" ability to play CDs so you would think that if you have a CD-ROM drive nothing else is needed. This is only partially true. Most CD-ROM drives do have a DAC built-in. However, it is set to play music based on a preset data rate (44KB/second). This data rate only allows about one hour of speech on a CD, which isn't enough for most applications. Some CD based products take advantage of the built-in DAC on most CD-ROM drives and limit speech output to one hour, others require an additional DAC which can be driven at a lower data rate so more speech will fit on a CD. This is where it gets really confusing. Most Tandy computers come with a built-in DAC. Otherwise, the easiest way to get one is to buy a SoundBlaster card, which also has the requisite sound synthesizer on the same card. There are three possible places sound might be coming from in a multimedia computer; the DAC, the CD-ROM's built-in audio and the sound synthesizer. Rather than having three seperate amplifiers and speakers you will need a mixer. I am aware of a number of new cards coming which have synthesized sound, a DAC and a mixer all on one card. For now, I really can only recommend a SoundBlaster card or a Tandy computer as a Multimedia solution.

D. When buying a CD-ROM drive, there are only a few things to watch out for. The data transfer rate should be 150KB per second or higher. The average seek time should be under 500 milliseconds (1/2 second). The device driver for the CD-ROM drive will eat some of your ram. If you are constantly runnning out of ram you will need to purchase a utility like QEMM so you can get the ram consumed by the CD-ROM drive device driver back.

E-F-G. Nothing special here.

UPGRADING TO MULTIMEDIA

Parserless

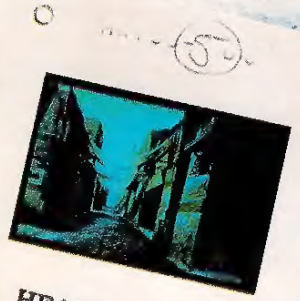
Those of you who purchased ***King's Quest V***, and most of you did, received a surprise; it didn't require typing! We thought this major change in direction would result in a huge outpouring of comment from you. Although we've received a fair number of letters, it hasn't been the enormous barrage we expected. Most people prefer the new interface, especially if they have a mouse! It is also on ***Space Quest IV*** which was just released.

Why did we change? There are several reasons. It is impossible to figure out all of the ways that people want to be able to say things. Such simple tasks as examining a box lying on the floor required us to recognize: examine, look, identify, search, look, box, trunk, chest, thing, object, etc. And still, someone would find a way to type in something we couldn't understand. Isn't it simpler to select an eyeball from a menu and point at it? Applying a key to a keyhole is very intuitive when all you have to do is select a key from inventory and click it on a keyhole. Players of our products should forget they are playing a game. We want you to feel like you're living an interactive simulation. You shouldn't be thinking about how to identify objects or exactly what wording to use.

continued on page 28

PATH TO

The place is China; the time, 1928. War is in the air, and revolutionary passions are transforming an ancient land. A powerful American financier searches for someone who will rescue his daughter from her kidnappers. Three characters; a flyer down on his luck, a streetwise martial arts master, and a wealthy, headstrong young woman, are about to find themselves caught up in a globe-spanning adventure.



HEART OF CHINA

CHINA HEART OF

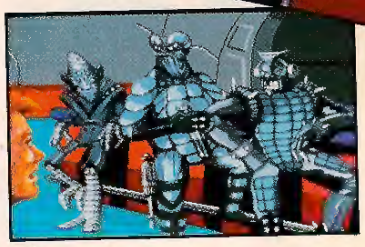
WAYS

ADVENTURE

Meanwhile, in another dimension entirely, a sanitary engineer-turned-hero embarks on his fourth epic escapade across time and space. On the run from the Sequel Police, he will have to keep hopping (time-hopping, that is) to keep the galaxy safe for fair play, true love, and outrageous humor.

by Bridget McKenna

animated adventure games



HEART OF CHINA

1920's China or a farce in the far future?

What do these two very different scenarios have to do with one another?

First off, they're both Animated Adventure Games. Both are graphically sophisticated and feature Hollywood-quality soundtracks. Both are fun to play and exciting. Finally, both are expected to be available at software stores everywhere in the Spring of 1991.

For all that, however, to most people the most obvious things would probably be their differences. Each game is the product of its company's individual style of game strategy and design; two diverse styles that both produce top-quality adventure games.

How did two computer game companies with distinctly different approaches to game design and game interaction arrive at a destination they call 'adventure game'? When Sierra and Dynamix set out to define the interactive computer adventure, the results had plenty of similarities, and some striking differences.

Dynamix' ***Heart of China*** is an adventure voyage that spans the globe from China to Paris, with other exotic locations in between. The flavor is China in the 1920's, the mood largely serious and romantic, but not without touches of tension-relieving humor. Jeff Tunnell of Dynamix is responsible for the moody realism and period flavor that distinguish ***Heart of China*** from the vast majority of adventure games currently on the market.

Sierra's ***Space Quest IV: Roger Wilco and the Time Rippers***, on the other hand, is the brainchild of Scott Murphy and Mark Crowe of Sierra, a.k.a. The Two Guys From Andromeda. Like the award-winning series that preceded it, this installment is both funny and fun to play; a trip through the past and future of the ***Space Quest*** series. In a departure from the nonstop silliness of the previous games, however, this one balances its trademark humor with moments of startling seriousness and surprising emotion.

The graphics and animation of these games again show the distinct viewpoint of these contrasting products. In both products state-of-the-art illustrative techniques go

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see page 47

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far beyond the offerings of other computer games. Full-color illustrations by top artists are scanned into a computer to form the backgrounds. Actors' motions are captured on video, scanned, and enhanced by animators to become the game's character animation.

Heart of China is rendered in a realistic illustrative style that brings the player into real places and times. ***Space Quest IV*** is also highly detailed, but the worlds it depicts are those of the imagination; bizarre, alien; sometimes bordering on surrealistic. Both games are superb examples of how far computer graphics technology has come in the past couple of years.

The use of music and sound to enhance the total game experience is another recent trend that Dynamix and Sierra have been using to some advantage in their products. The moody, ultra-modern rock & roll score for ***Space Quest IV*** is the perfect musical accompaniment for Roger Wilco's space-and-time-faring quest to his own past and future, while ***Heart of China*** is accompanied by a haunting score that propels the player's imagination to faraway lands.

Even basic mechanics of game play vary radically in these two games. ***Heart of China*** relies on complex character interaction between major characters to keep the story moving, and allows the player to switch perspectives between main characters as the story progresses. ***Space Quest IV***, on the other hand, puts the emphasis on lighthearted engagements between silly, almost surrealistic characters. Also, while ***Heart of China*** looks at the world from a first person perspective using three different viewpoint characters, ***Space Quest IV*** takes a more traditional approach in that the player controls one onscreen character.

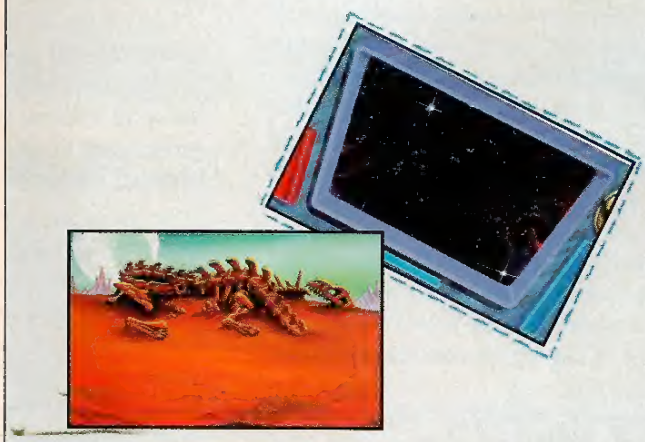
Because Sierra and Dynamix have taken different ways to arrive at their games, the similarities between ***Heart of China*** and ***Roger Wilco and the Time Rippers*** are largely on the surface: extraordinary graphics, terrific sound, intriguing stories. Beneath these surfaces are two very exciting and interesting games varying greatly in tone and flavor. Whether you're in the mood for a romantic adventure in the past in ***Heart of China*** or a comic romp through the future in ***Roger Wilco and the Time Rippers***, you're invited to take a trip along Sierra and Dynamix' pathways to adventure.

CLASSICS REILLUSTRATED

LOOKING FORWARD to Space Quest I

That's right, Sierra's looking forward to a brand-new 256 color version of ***Space Quest I***, reprogrammed for the SCI game development system and redrawn to get the most out of current graphics adaptors. An outstanding stereo soundtrack has also been added, with major sound card support.

The new ***Space Quest I*** has all the fun of the original game and more, with hand-painted backgrounds reminiscent of a 1950's science fiction movie, silly, strange and surrealistic animation and lots of terrific sound effects.



Take a look at these extraordinary paintings that will become game backgrounds for the new ***Space Quest I.***

Watch the Fall 1991 Sierra News Magazine for pricing and availability.

SIERRA CUSTOMER LETTERS

Lior Ofir of Israel tells how Sierra games have helped him through the Gulf Crisis-

Hello. While I'm writing this letter the war in the Persian Gulf is still going on with Iraq. In the last week Israel has been in a "high alert mode" because of the Iraqian missile attack.

Almost every night we're being attacked by missiles. Hod Hasharon is located close to Tel Aviv (the main bombardment area) therefore our life is threatened almost every night. At this condition of "high alert" we have to stay at home at all times, and that is very, very boring.

I moved my IBM computer from my room to the sealed room. I sit in front of the computer all day and while I'm waiting for the next attack I'm playing your adventures and games. They make me forget about war for a few hours and concentrate only on the adventure.

I would like to thank you for producing such wonderful, interesting, and full of life and realistic adventures which keep me busy at all times and especially during the war. KEEP UP THE VERY GOOD WORK.

The family that plays together stays together - so say Sue and Tim Garton of Washington State-

We have had the greatest times and the heartiest laughs with the Leisure Suit Larry series. We would finish one and then run down and buy another one. While everyone else was buying souvenirs on vacation in Victoria, Canada my husband and I bought one of your computer games. We only wish we would have thought to bring the computer with us.

When we bought the Perils of Rosella, the kids, Louis, 9, and Jodie, 8, got into the game. We'd all get up, race through chores to see who could get to the computer first. It was like living a fairy tale, and the end was so sad. We're all looking forward to further adventures of Rosella.

But I think the neatest outcome of all of this game playing is the quality and quantity of time my husband and myself share. At long last a hobby we both enjoy together. The evenings are not spent with me watching T.V. and Tim working down in the garage after the kids are in bed. Now we spend them together laughing, discussing plans and "saving early and saving often."

THE KERONIAN KIDS

submitted by Matt Holcomb, Colorado and KKI, David Abel Massachusetts

A couple of crazy, spacey kids for sure!

Noga Shafir writes from her sealed room in Israel during SCUD attack-

I sent you a photo of me and my favorite Sierra games together in my sealed room! I'd like to point out that this picture was taken during a SCUD missile attack on my region, and thanks to your work-of-art games I wasn't bored in the sealed room and in the ICD (Israeli Civil Defense) orders not to get out of the house all the first week of the war.

Thanks to you I had managed to make big progress in my English and my teachers have been very satisfied with it.

I hope someone out there in far-away U.S.A. is reading my letter, and I hope I'll get some response to it.

(In fact, more than a few will read your letter Noga, best of luck)

Jamie L. Jones of Alabama eases accounting stress by delving into other worlds with Sierra games-

I just thought that I should take the time to tell of the great joy that I have gained from your company's products. I have fought dragons, monsters and evil forces. I have been to faraway strange lands. I have become Leisure Suit Larry, Rosella, Passionate Patti. Sonny Bonds and many, many other real life characters.

I work for an accounting firm and there is nothing like coming home from work and releasing a little stress by drifting into the land that could only be Sierra On-Line, Incorporated.

I could not even begin to count the hours of enjoyment that I have had while engrossed in your games. Trying to figure out how to solve the game is at times very nerve racking but that is

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what makes it so great. You soon forget about what a lousy day you've had and try to figure out why Rosella needs the golden ball, for example.

All I can say is that I look forward to new quests and adventures to new faraway places.

Helen Karbe tames her "BEAST" in Ontario, Canada

Only eight months ago, I bought my first computer. This machine, a PC, sat stoutly on my dining room table, a mysterious and imposing electronic beast. Though it was delivered with several programmes already installed as part of the bargain, for not a few days, this "Beast" remained an unfathomable and formidable enemy.

I had to master it, for the sake of my self-respect.

Loins girded, and fortified with ample doses of coffee, I set out on the adventure of finding a game which would help me conquer my fear and my ignorance of this electronic alien.

Since the store where I bought the "Beast" carried an assortment of games, it was the first stop on my Quest. When I asked the aristocratic-looking young sales assistant what the best games were, he told me, "Sierra games", though he was unable to recommend any particular game due to his ignorance of their specific contents. I chose "The Colonel's Bequest" and "The Quest for the Grail" for my very first computer games, ever.

How lucky I was to have had those two games as my introduction to not only computing, but also computer gaming! They have set the standard and formed my expectations of all software I have purchased since, games or not. More important, they have even proven themselves educational and therapeutic in my personal life.

Only this week, the KQV up-date shot through my mailbox. (I have to tell you, that because your games are so wonderful, I have upgraded my "Baby", formerly my "Beast", by installing dual floppy drives, a Super VGA monitor, 8 Megs of RAM, and a Soundblaster card.) Though in the throes of grading end-of-semester exam papers, I instantly abandoned my duties to install this latest of your marvelous creations. How enchanting and entrancing and delightful this work is! I lose myself in its beauty and its charm. What a staggering amount of labour and devotion you have lavished on the creation of this gorgeous fairy tale game! It even moves smoothly, though it must be an incredibly awkward chunk of data to manage.

I find all the games you and your staff produce to be characterized by humour, optimism, dedication, imagination, and respect for the subject and the player. I wish to thank you and your hard-working staff for creating and producing such wonderful and fascinating body of works.

Full mouse control gives Corey Johnson of Minnesota his passport to adventure-

I can't begin to tell you how much pleasure King's Quest V has given my family and friends. At Christmas we bought an IBM computer and KQ5. What interested me the most was the full mouse control because my fifteen year old son, Corey, is handicapped, and can't access the keyboard. By the time I was able to modify a mouse for him, his brother, Rick, was already most of the way through the game and had been stuck for about three weeks. The first time we hooked the mouse up to Corey we left for a short time. When we came back he had discovered how to get Mordack's wand. Forty-five minutes later his brother finished the game. Corey then went back, started the game over and completed it. Enclosed are pictures showing Corey in the sweatshirt I had made for him and the mouse I modified. The mouse is an ICONtroller by Suncom. The handle of the mouse is moved with the mouth. When he blows or sucks it activates the buttons. One thing I would like to know, are there other Sierra adventure games with this kind of mouse application?

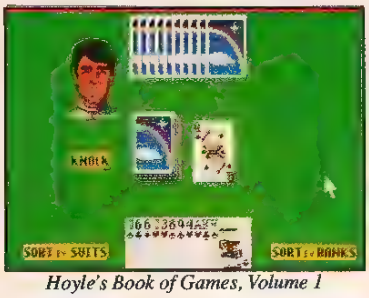
(Yes, in fact there are: Space Quest IV, Rise of the Dragon and Heart of China).

SIERRA PRODUCT INFORMATION

MACINTOSH

SIERRA RELEASES A NEW GENERATION OF GAMES FOR THE APPLE MACINTOSH!

After years of drought and famine in the field of Macintosh game conversions, Sierra's long-awaited Mac conversions of its high-resolution SCI games is finally in sight.

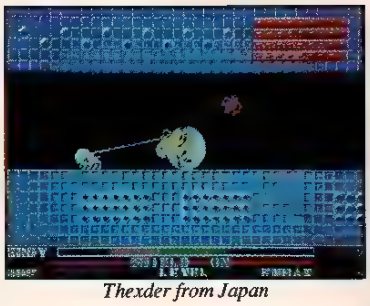


Hoyle's Book of Games, Volume 1

Unlike the *old* generation of Mac games, these are designed to show off what Macs do best and change the way Mac owners feel about Sierra games. Now shipping are ***Hoyle's Book of games, Volume 1***, Japanese arcade sensation ***Thexder***, and the multiple award-winning ***Space Quest III***.

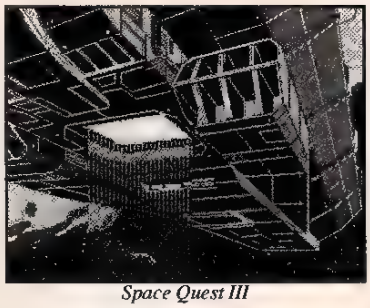
A challenge for experienced players as well as a learning tool for card game novices, ***Hoyle's Book of Games Volume 1*** is a genuine treat for everyone in the family. Children can easily learn **Old Maid** and **Crazy 8's**, while adults will enjoy sharpening their skills at **Gin Rummy**, **Hearts**, **Cribbage** and **Klondike Solitaire** (watch out for that one — it's highly addictive!). Beautiful high-resolution graphics and onscreen game rules combine with the fun of choosing from eighteen computer opponents for outstanding computer entertainment.

From Japan, where game design is an artform, comes the arcade mega-hit ***Thexder***. This is the game that brought American gamers back to arcade games, and introduced new standards for graphics and sound for home computers. Pilot a transforming robot battlesuit armed with lasers and shields against hordes of mechanized enemies. Thexder is fast-paced fun for everyone.


Thexder from Japan

Space Quest III: The Pirates of Pestulon, is the third exploit in the career of intergalactic sanitation engineer and freelance hero Roger Wilco. It's also the most graphically advanced Space Quest game yet released for Macintosh users. Brilliant high-resolution graphics and a fabulous stereo soundtrack by Supertramp's Bob Siebenberg bring new life to this comical and sometimes downright silly science fiction spoof. More than thirty digitized sound effects add a new dimension to the game atmosphere.

In this installment in the Space Quest saga Roger Wilco, a man with a mission and a mop, must rescue the Two Guys From Andromeda, designers of the Space


Space Quest III

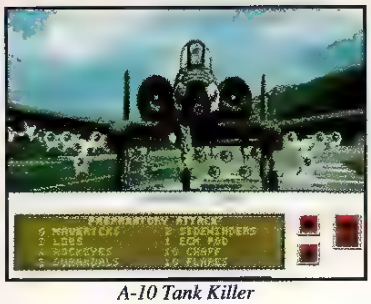
Quest series from a fate worse than death slaving for Scumsoft, a sleazy software manufacturer.

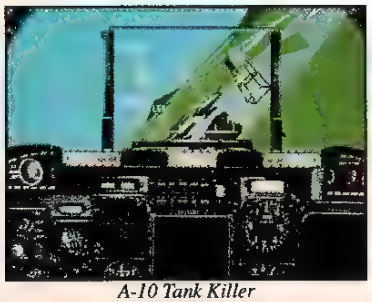
Space Quest III: The Pirates of Pestulon is the winner of Game Players' Magazine's Best Adventure Game award, The Software Publishers' Association award for Best Adventure Game and Computer Gaming World Magazine's award for Excellence in Music and Sound. You won't want to miss this ridiculous romp through the galaxy.

AMIGA

KING'S QUEST V WILL FEATURE NEW AND IMPROVED GRAPHICS FOR SIERRA ANIMATED ADVENTURE GAMES!

With the continued growth of the Amiga in America, and Sierra's greater exposure to the large European Amiga audience through the opening of Sierra UK Limited, Sierra's 1991 product line for the Amiga promises to be bigger and better than ever before. Recent Amiga releases like ***Leisure Suit Larry III*** and ***A-10 Tank Killer*** (from Dynamix) have been large sellers for Sierra, and upcoming products promise to be even better.


A-10 Tank Killer


A-10 Tank Killer

The biggest Amiga release of 1991 is likely to be ***King's Quest V. King's Quest V*** is the latest release in the bestselling adventure game series of all time, and this sequel features radical advances in graphics and sound sure to satisfy the high standards of Amiga owners.

Amiga owners can expect the arrival of this new era in Sierra Animated Adventure Games for the Amiga soon. The release

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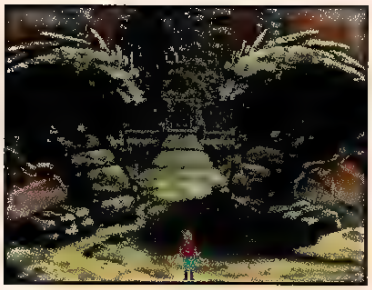
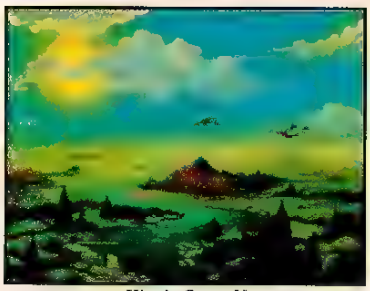


King's Quest V



King's Quest V

date for ***King's Quest V*** is set as June 1, with Amiga versions available in both French and German sometime in August.

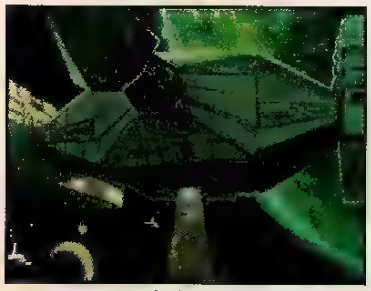
Designer of Early Amiga Hit *Arctic Fox* Readies Action-Packed *Stellar 7* For The Amiga.

Way back in 1986, when the Amiga was still the brand new computer on the block, publisher Electronic Arts released the popular ***Arctic Fox*** for the then fledling machine with great success. ***Arctic Fox***, with its fast pace, great game play and even greater graphics and sound, was a major hit in its day and is still viewed as an early classic.

Not many people know, though, that the designer and programmer of this early EA hit was none other than Dynamix co-founder Damon Slyle. ***Arctic Fox*** was one of the best of Dynamix' early works, and the Dynamix office to this day displays the numerous awards and plaques that Damon earned for his work on the project.

Stellar 7

Now, after more than five years, Damon has chosen to again release a fast and frantic action game for the Amiga, and this one has even better game play, and the improved



Stellar 7

graphics and sound you'd expect from an Amiga game in the 1990's.

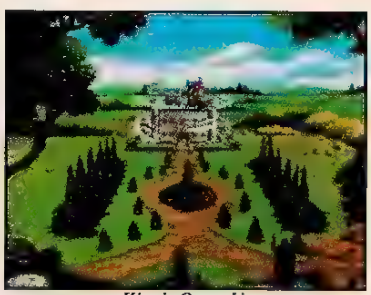
New ***Stellar 7*** offers deceptively simple play mechanics, but rewards players for their development of strategy and tactics as the game progresses. It's one of those special games that is 'easy to play, but hard to master', which should make it a popular product with both novices and aggressive arcaders. ***Stellar 7*** requires 1 Megabyte of RAM and should be available now at software dealers everywhere.

ATARI ST

ATARI ST OWNERS SET TO ENJOY TWO BRAND NEW PRODUCTS PLUS REILLUSTRATED VERSIONS OF TWO CLASSICS IN SPRING '91

In the coming months, fans of Sierra Adventure Games who own STs will be able to enjoy no less than four new Sierra Adventure Game releases.

The biggest release of the Spring is likely to be ***King's Quest V***, this new addition to the bestselling King's Quest series of games brings new levels of graphics and sound to the Atari ST and offers up a totally new interface designed to work great with a mouse.



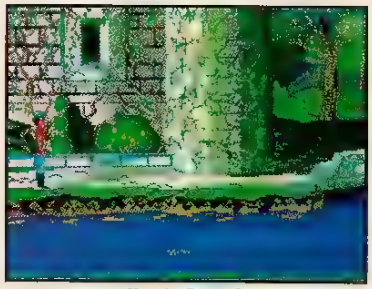
King's Quest V

Space Quest IV

Space Quest IV

Also due out is the next Space Quest installment, the all-new ***Roger Wilco and the Time Rippers***. The Space Quest series has always been especially popular with the ST audience, and this product is sure to deliver the humor and challenge that ST'ers are looking for.

Sierra's Spring offerings will also include two products from the ***"Classic's***



King's Quest I

Mixed-Up Mother Goose

Reillustrated" collection, the original ***King's Quest I*** and ***Mixed-Up Mother Goose***. These two popular Sierra favorites

continued on page 22

AN INTERVIEW WITH JEFF TUNNELL

by Bridget McKenna

In November of 1990, Jeff Tunnell earned his membership in a small, elite group with the distinction of having an adventure game product sold by Sierra. But Jeff chose not to use the trademark Sierra SCI game development system to produce his title, and he also chose to publish his adventure game, ***Rise of the Dragon***, under the Dynamix label instead of the label of Dynamix's parent company, Sierra On-Line, Inc.

Why did Jeff turn his back on the industry's most popular computer game format and also forgo the famous Sierra label? We caught up with Jeff hard at work on his next venture, the upcoming ***Heart of China***, to answer these questions and others.

Sierra News Magazine: ***We know you're President of Dynamix, Jeff, but your company is also affiliated with Sierra. If you wanted to do adventure games, why didn't you use SCI?***

The design for ***Rise of the Dragon*** began more than three years ago when Dynamix was a contract developer for companies like Electronic Arts and Activision. Up until that time I'd resisted using the adventure game format for storytelling because I didn't like the parser and I didn't want to do a me-too product. Instead, I concentrated on doing games like Activision's ***Project Firestart*** that combined action/adventure with cinematic techniques like 'meanwhile cutaways', pans and zooms. The problem was that none of these products had the kind of entertainment magic you find in a game like ***Leisure Suit Larry I***.

I wanted to design a really great adventure game, but without the problems I saw those kinds of games as having. When I decided that the proven adventure game play mechanic was not the way I wanted to go, I spent a year designing an interface that would *not* have a parser, yet *would* allow players to do the things they expected to be able to do in a traditional adventure. At the time, Dynamix didn't have the resources to begin full production on the project, so my ideas took a long time to come to life. By the time Sierra acquired Dynamix in March of 1990, ***Dragon*** was well into development and scheduled to be released in the Fall of that year. There was no time, and no point, really, to converting everything over to SCI.

SNM: ***But you still could have published it as a Sierra title, and it probably would have gotten more attention from retailers. Why did you go with the Dynamix product line name?***

Okay, There's no doubt that releasing our products under the Dynamix label cost us some short term momentum in the marketplace, but I think it's important to establish Sierra and Dynamix as two distinct brands that stand for different things. Disney launched Touchstone Pictures to do different types of movies; movies that wouldn't fit the Disney image. I think

> ***"...our characters have histories. They remember what the player has said to them in the past, they are cognizant of global occurrences in the game, and they have distinct personalities."***

the Dynamix brand will be able to develop products that would not be appropriate for the Sierra label. The way we see it, Dynamix adventure games will have a different look, use different kinds of characters, and have different design philosophies behind them. And Dynamix will be the label that releases simulation and arcade titles, too.

Ken Williams has given us tremendous freedom to develop our own look and feel, and we all realize it will take a long time to create a brand label that's as trusted by consumers as Sierra's. But when you look at the reaction to our 1990 products, it's apparent that many people are sitting up and taking notice of the Dynamix label.

SNM: ***What's your version of 'what adventure games should be?' What was missing from the traditional adventure game that you had to go out and write a complete development system to get?***

Well, aside from mechanical issues like removing as much frustration as possible, I think adventure games should tell a good story and have interesting, well-developed characters. We worked very hard on ***Dragon*** to accomplish these goals. For instance, our characters have histories. They remember what the player has said to them in the past, they are cognizant of global occurrences in the game, and they have distinct personalities.

SNM: ***So how does Dynamix gameplay differ from that of, say, a Sierra game?***

In a Dynamix adventure, such as ***Rise of the Dragon***, the player uncovers the plot via dialog with non-player characters, the results of direct actions, and a series of 'cutaway' scenes that show action taking place elsewhere in the game, action that the point of view character may not be aware of. This creates a more cinematic feel than the average adventure game.

SNM: ***This vision is pretty far off from what Sierra gamers have come to expect from an adventure product. Are you afraid that you could lose big putting your products up against the Sierra standard?***

I think that's a largely meaningless question. Sierra products are the reason I began creating adventure games in the first place. I felt they were great enter-

tainment and that I could make contributions to the genre that would make it even better. Our approach is different from Sierra's, but one is not necessarily better than the other. In any good entertainment form there is a lot of room for differing points of view. It would be pretty dull if all films were produced by George Lucas, or all books written by Stephen King.

The adventure game is still a young, rapidly forming entertainment medium with a lot of room for improvement, and when a groundbreaking approach to the problem is taken, all products are going to benefit. Eventually, I think we'll end up with a somewhat standardized form for interactive storytelling products, but we can't standardize yet. As for companies that simply copy the Sierra approach, they get left in the dust. Sierra is doing such a great job with that style, and Sierra quality is moving so fast, that the competitors are shooting at a moving target.

I guess the point of all this is simply what you learn in Marketing 101: if you want to be successful, differentiate your product from the other stuff that's out there.

*SNM: **What about the stories themselves? Do you think that there's a basic difference there?***

Yes, there is. Dynamix adventures have an ongoing story that will unfold even if the player does nothing — that is to say they're happening in 'realtime'. As time passes and certain conditions are met, a story will unfold. The player needs to interact with the game world to change the outcome of that story. For example, if the player does nothing but sit in the first room of *Dragon*, he will observe cinematic 'meanwhile cutaways' depicting the story of drug lord Deng Hwang terrorizing the futuristic city of Los Angeles with tainted drug patches that cause violent mutations. So the player's job is to interact with the world and change the outcome of the story to one that is more pleasing and heroic.

*SNM: **What does it mean to have 'replayability' in a Dynamix adventure? Sierra's Quest for Glory series has multiple characters to play, and some Sierra games have multiple solutions to some puzzles. What do Dynamix games have that's different?***

"...Dynamix adventures have an ongoing story that will unfold even if the player does nothing—that is to say they're happening in 'realtime'. As time passes and certain conditions are met, a story will unfold."

When you look at it closely, a typical adventure game is actually much more linear than it seems at first. The player can move freely among the rooms available, but he can only move forward in the story by finding the proper solution to a puzzle which unlocks a rewarding animation and several more locations. Things happen in a linear fashion like that until the end of the game. In *Dragon* there are several points in the story where the player can follow more than one possible plot branch without dying. The story, however, will take a completely different turn depending on the player's decision. This is a much deeper concept than simply having multiple solutions to the same puzzle, although *Dragon* has a lot of those as well.

*SNM: **Can you give us an example of one of those plot branches?***

Well, one of the best of them involves a shootout at the reservoir where the drug lord is going to dump massive amounts of this mutating drug into the city's water supply. At this point in the game the player has the moral choice of saving the city from mass mutations or saving his girlfriend from the clutches of the drug lord. Since there is no 'right' answer as far as the plot is concerned, there are two possible endings from this point.

*SNM: **It must be a special kind of challenge to design a game with that kind of structure.***

Well, from a conceptual standpoint, multiple plot paths are exciting. But when you get down to implementation, they can make game development an absolute nightmare. Then, after all of the work to implement these multiple paths and endings, we've found that most gamers never even discover them.

*SNM: **Heart of China, which we understand is going to be a Spring '91 release, is another design of yours. Your last adventure game only shipped a few months ago. How did you get this one done so fast?***

Heart of China was put into production last year after our adventure gaming system came on-line, and we were attempting to bring it out in the Fall of 1990. Around the end of summer though, we realized that we'd only be able to get one project completed, so we put all of our efforts into *Rise of the Dragon*, which was further along.

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SNM: So tell us something about Heart of China.

Heart of China is a high action adventure game set in the late 1920's. The action begins in *China* and ends up in Paris, with some other exotic locations along the way. There's a possible romance between the two lead characters, 'Lucky' Jake Masters and Kate Lomax. It's not only a lot of fun — the whole idea of incorporating romance into a computer adventure — but it has more depth and sensibility than I've ever seen in a computer storytelling game. There's plenty of action, too. It's got tank battles, poisonous snakes, camel chases, airplane crashes, a fight on top of a moving train — all kinds of stuff like that. If you enjoy movies like *'Raiders of the Lost Ark'* or *'Romancing the Stone,'* then I think you'll get a kick out of *Heart of China*.

SNM: I've also read in the Magpie column that Dynamix has an adventure game under development called 'The Adventures of Willy Beamish.' Is that one of yours as well?

Yes, *Willy* is my Fall '91 product. It's a kind of 'interactive cartoon sitcom' about the comic misadventures of a nine year old kid named *Willy Beamish*. *Willy* is light and bright, and I think it'll appeal to the whole family. Kids will like the animations and slapstick, and adults will enjoy the witty writing, the jokes and the family situations. *Willy* uses a second generation of our adventure gaming system that allows us to do some unbelievable things. We've put together a really outstanding team to bring this game to life. We've hired animators from Filmation, background artists from Disney, and writers from NBC. We're pretty excited about this one.

SNM: Dynamix has released your adventure game, Rise of the Dragon, an action game, Stellar 7, and a flight simulator, Red Baron — all in the last six months. Most young companies tend to center their focus on only fantasy roleplaying games or only simulations. Aren't you afraid that you're spreading yourselves too thin?

No. Not at all. First of all, Dynamix is not a young company. We've been in business since March 1984 and we employ 57 people. If anything, over the past few years we've concentrated on doing fewer products in any one year, but doing them much better. Right now we're concentrating on adventure games and simulations, but we also do at least one action product every year —like *Stellar 7* — which uses the same technology as our simulations. I like to concentrate on the adventure games. Damon (Damon Slye, co-founder of Dynamix) focuses on the simulations, and everybody pitches in to do the action games.

SNM: It's plain to see you're a man with your own very clear ideas about the future of adventure games, and computer entertainment in general. Where do you see the industry going in the next few years, and where do you see Dynamix fitting into it?

Very inexpensive CD-ROM based systems that attach to the player's television will become the major delivery mechanism for interactive entertainment. I think these systems will replace video game systems (in fact they may be *attached* to them) as well as game playing on the family home computer. Because the price will be low enough and the machine will be located where people are used to being entertained, I think this type of machine will eventually become as mass market and pervasive as VCR's.

The cost for developing huge CD-ROM games will be astronomical, but the larger mass market user base will have the potential to offset those costs. These incredible risks will create an industry much more like that of movies, where only huge companies have enough resources to create and distribute products. Traditional entertainment companies such as Warner and Paramount will eventually enter our business, upping the competition to even higher levels.

This vision of the future was one of the main reasons Dynamix teamed up with Sierra. I think Sierra has the vision and resources to remain the top producer of interactive game products, no matter who the competition is, and I think Dynamix can play a major role in helping to achieve this goal.

"Very inexpensive CD-ROM based systems that attach to the player's television will become the major delivery mechanism for interactive entertainment. I think these systems will replace video game systems..."

DYNAMIX ANNOUNCES NEW UPGRADE OF A-10 TANK KILLER

New Options and Features Add to the Experience as 'The Warthog' Takes to the Desert!

by Bridget McKenna

Soon after Dynamix and Sierra joined forces in March of 1990, Sierra's Marketing Research Department conducted a survey of a random sample of ***A-10: Tank Killer*** registered owners. Among other questions, the owners were asked what they would like to see in future versions of ***A-10***. At the same time, Dynamix was collecting ***A-10*** user comments from its bulletin board service. The purpose of all this was to enable Dynamix' simulations team to design an enhanced ***A-10*** that would meet the needs of simulations players and provide higher levels of control, realism and playability.

A-10 owners overwhelmingly wanted more missions, and said they would purchase an upgrade if one were made available. One of the most-heard requests in the past several months was for missions related to the current Persian Gulf conflict. Players wanted to get a feel for what it would be like to pilot one of these amazing aircraft in the same environment and under the same conditions as actual pilots currently engaged in the Gulf War. The Dynamix team heard the call, and ***A-10 Enhanced*** includes 7 missions from the first version, the 7 missions previously sold separately as ***A-10 Simulation Module #1***, plus 7 Persian Gulf missions.

The degree of realism in the original game was a hit with the majority of players, but there was room for improvement. A new flight model, based on the model for ***Red Baron***, has now replaced the earlier one. One major difference is that flight in the enhanced version is subject to real physics — that is to say the forces that act on the simulated ***A-10*** aircraft follow the same laws as the forces that act on an actual plane and pilot in flight.

A-10's graphics and animation, which were favorably received by owners of the previous version, have been completely redrawn for even greater detail and realism. A new Weapon Load screen will allow players to customize their own weapon configuration for each mission. The weight of each weapon load will also be displayed. There will be a separate display to indicate the heat level of the *Avenger* 30mm cannon. Because of the *Avenger*'s position in the center of the plane, it does not disperse waste heat very efficiently, and can heat up and jam if overused. This realistic possible complication was not included in the original ***A-10 Tank Killer***.

The new version will support additional exterior views, taking advantage of the 'floating camera' model used in ***Red Baron*** to provide exterior views of the aircraft from all angles. In addition, players will be able to get sound effects as well as music through their *AdLib* and *Roland* sound cards.

A-10 Enhanced supports analog joysticks for superior flight control. Since 82% of ***A-10*** owners use a joystick, this was an important modification. Support for an additional joystick was also added, so that one stick can be used for yoke functions, and the other as a rudder. The game will now support the Maxx yoke and rudder accesories as well, for truly realistic flight simulation.

All in all, this enhanced ***A-10 Tank Killer*** is a much-improved product designed to answer the needs of knowledgeable simulations players, and a real seat-of-the-pants ride that gamers won't soon forget.

A-10 Tank Killer Enhanced *will be available as an upgrade to registered* ***A-10 Tank Killer*** *owners for $20.*

FEATURES OF A-10E TANK KILLER

- Total of 21 Combat Missions including 7 based on missions in the Persian Gulf.
- Better Graphics and Animation.
- Better Support of Roland, SoundBlaster and Adlib Music Cards.
- New Flight Modelling for added realism.
- Better Support of Joysticks including support of two joysticks and flight yokes.
- New Documentation including information on A-10 performance during combat in Iraq.

SPECIAL UPGRADE OFFER FOR OWNERS OF A-10 TANK KILLER!

If you currently own ***A-10 Tank Killer*** and would like to trade up to the new enhanced version, Dynamix offers this special upgrade for you.

Send a $20 check or money order (make checks payable to Sierra On-Line, Inc) and either Disk #1 or the front cover of your old documentation (new documentation will be forwarded to you).

Be sure to include your return address and whether you want 3.5" (720K) or 5.25" HD (1.2M) disks with your order.

Send to:
Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614
Attn: A-10 Upgrade Offer

IMPORTANT NOTE: The new version of ***A-10 Tank Killer*** requires 640K of memory and a hard disk is recommended.

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A-10
UPGRADE

Reprinted from Computer Gaming World, April 1991

Blue Skies, White Knuckles

Dynamix'

by Timothy

Timothy Trimble is a computer professional who works for Ashton-Tate. He is a flight simulator aficionado and has previously published in Plane and Pilot.

The simplicity of flight, basic air-to-air combat tactics, situational awareness and wind rushing over the cockpit is what flying in World War I was all about. Being able to see the opponent only 30 yards away while beating on a jammed machine gun or building up enough air speed to do a full inside loop are concepts that **Dynamix**' *Red Baron* brings to the arm-chair pilot.

Dynamix provides a rich feel for the Western Front environment of the 1915 to 1918 period with a high level of quality throughout the entire simulator. From the user interface and graphics to the flight dynamics and the use of a VCR for replay, it is easy to see that much time and energy was placed into the quality features designed for *Red Baron*.

While some flight simulators require a strange contortion of the player's hands between the joystick and the keyboard, **Dynamix** has been able to squeeze 24 different functions out of one joystick. Flight controls, throttle, views from the cockpit and external views can all be controlled via the joystick without having to touch the keyboard. The various configurations of holding down one or two buttons while moving the stick was a little confusing at first, although it soon becomes very easy to fly, fire and switch views without peeking at the reference card.

While playing *Red Baron* it became quite obvious to this reviewer that this is not just a simple "game" but is, indeed, a complex flight combat simulator. That is, it is complex in the sense that the flight dynamics of the various aircraft are very realistic and the personal characteristics of each of the Famous Aces is reflected in how they fly against the player. So, depending on which of the various missions one is flying, proper selection of aircraft for the job can have a great effect on the outcome. For example, the German Fokker Dr.I "Triplane" (the Red Baron's favorite) can fly circles around a French Spad 7, but would not be able to keep up with the Spad in straight flight. This would be good to remember before flying against Manfred von Richthofen, the game's namesake. However, it can also be noted that von Richthofen did not believe in the use of loops during combat, whereas Werner Voss, another ace pilot, will use many different types of acrobatic maneuvers.

What's It Like Up There?

The flying environment of *Red Baron* provides many enhancements to the "feel" of flying combat during WWI. The terrain is well mapped out and detailed and includes the entire Western Front. A pilot can take advantage of the environment by hiding in the clouds, which greatly reduces visibility, or jumping on an opponent from out of the sun. This can also be a disadvantage since looking towards the sun will reduce the pilot's vision. Flying under the clouds will provide shade and block out the sun, which slightly darkens the screen. If the pilot is wounded during combat, the screen will fade between red and normal, depending on how bad the wound is. If it is fatal, the entire screen will go red and the current flight is ended, usually along with condolences from the rest of the flight squadron.

In many cases, when being shot at by the opponent, bullet holes will appear in the support spars, engine cowling and frame of the aircraft. As long as the shots do not hit anything vital, the holes will not cause any problems. Wind can also play a factor since it usually blows towards Germany. A strong wind can make it difficult to get back into allied territory, especially if the aircraft is damaged.

What Do We Do Now, Captain?

Red Baron allows players to dogfight a famous ace, fly a single mission or start a career. Although the dogfighting and single mission selections are good for immediately meeting up with trigger-happy opponents, the Career option is, by far, the most challenging part of the simulator. The player can begin a career as either a Second Lieutenant in the Royal Flying Corps or as a *Leutnant* in the German Air Service. The career begins in December of 1915 and will last until the end of the war on November 10, 1918 — providing, of course, that the player can last that long.

The player is assigned an aircraft and given various missions at random locations. The missions reflect the historical situations during the pilot's time frame, with the introduction of new aircraft as the war progresses. Players also get the opportunity to fly in more significant missions as their experience (and record) improve. The missions include attacks on balloons and Zeppelins, escort reconnaissance aircraft, patrols, dogfights and much more. As the player becomes more experienced and gains more victories, he is promoted until finally reaching the rank of Captain (or *Rittmeister*). Once this rank is obtained the real fun begins. A Captain will get to select the type of aircraft that he wants to use and also gets to select the color. (Although histori-

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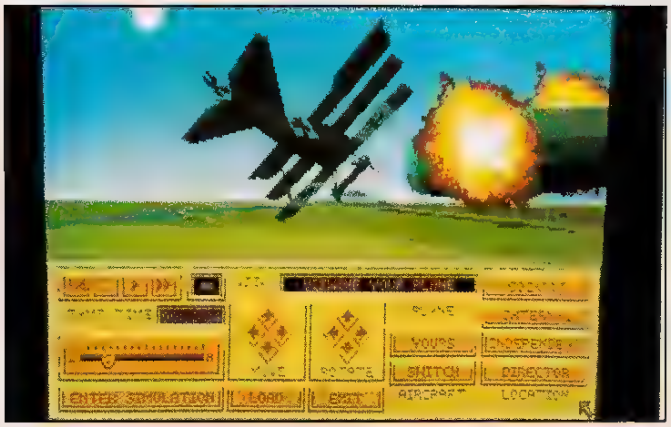
TITLE:	Red Baron
SYSTEM:	IBM, Amiga
PRICE:	$59.95
DESIGNER:	Damon Slye
PUBLISHER:	Dynamix Subsidiary of Sierra Coarsegold, CA



Clouds, Red Baron

Red Baron

Trimble

cally the Germans were the only ones who did this, the Allied player gets to enjoy this little perq, as well.)

The Mission Airy Position

Once a mission is assigned, the player can review his assignment and set the "mission conditions." This allows the player to set the aircraft type, the location of the battle, the altitude, weather and the position of the sun. A realism panel is also available for adjusting the quality of the player's aircraft, the pilots on the player's flight group and the ability of the opponent's pilots.

When the mission begins, so does the fun. Usually, the missions begin in the air with the pilot flying in formation with the rest of the flight group, although one of the more challenging missions involves taking off from the aerodrome while the enemy is attacking from overhead. Upon sight of the enemy, the dogfights begin.

Buzzing Around The Not-So-Friendly Skies

Now with all the confusion of dogfighting when there are from two to eight aircraft in the air, all in close proximity, it becomes quite easy to shoot down a friendly airplane. Doing so will take the player before the Board of Inquiry, and if done three times during a career, it will result in the player losing his wings and being grounded permanently. However, successfully completing the mission results in a high score and a possible promotion. As the player's reputation and experience increases, invitations from some of the better (elite) squadrons will arrive. There will also be challenges issued by various famous ace pilots to meet in the skies for one-on-one dogfights.

Play It Again, Manfred

One of the most interesting features of *Red Baron* is the ability to use the VCR option for "taping" the mission and then playing it back later. The VCR is very well implemented and allows much more functionality than just doing a replay. What makes the VCR so special is the ability to change the "camera" angle and viewpoint from just about anywhere imaginable. The camera can be placed inside the cockpit, following the plane from the outside, following the opponent's plane from the outside or from an external position that is independent of the aircraft being viewed. Plus, there are two modes of operation, "Director" and "View-Only."

The Director mode allows the player to make view point changes to the original tape and then save it for later viewing. This places the player into the role of "Movie Editor" by allowing the player to take the original tape of the mission and change the views and perspectives to capture the best action shots. View-Only mode is just for reviewing the tapes without saving any viewpoint changes. Another nice feature is the ability to enter into the simulation, at any point on the tape, and fly the mission all over again! (The old "if only..." feature.)

Helpful Hints

To the novice player, it can be difficult trying to stay in the air against the best pilots of the Western or Eastern Front, but there are a few things to keep in mind that will help. First of all, the player should become familiar with the aircraft and its characteristics. Trying to fly a Spad 7 in a maneuvering battle with the von Richthofen will result in being shot down every time. Instead, a Sopwith Snipe might be more appropriate for tight maneuvers. Second, the player should fire the guns *only* when the opponent is at close range and properly in the gun sights. Ammo is limited and the guns tend to jam if fired in long bursts. Third, turn toward an attacker instead of turning away. The opponent will usually end up on the tail of the player if he turns away. By turning toward the attacker, the player can cut inside the attacker's turn and prevent him from following. Finally, the player can sometimes gain an advantage by disengaging from the dogfight and then reengaging. This gives the player the ability to refocus on where the opponent is and possibly to gain an advantage of speed when reengaging.

Three-Point Landing

Overall, *Red Baron* is a well thought-out, quality flight combat simulator that provides an historically accurate depiction of air combat during World War I. The flight dynamics of the aircraft are very realistic and offer a "instant" education on what the first "Top Guns" had to go through during their missions. *Red Baron* is a great break from the flight simulators that require twenty fingers on each hand and an eye on fifteen different instruments. This is true "back to the basics" and "seat of the pants" flying. In *CGW*'s sneak preview (#75, October 1990) it was observed that Dynamix set three goals for *Red Baron*: Get the flight dynamics right, make sure the dogfighting is realistic and get the historical color right. They have accomplished all three goals with vigor.

Let's see now, where did that Richthofen go? I just saw him a second ago.... **CGW**

continued from page 13

have been completely rewritten with new graphics and music to bring them up to todays software standards.

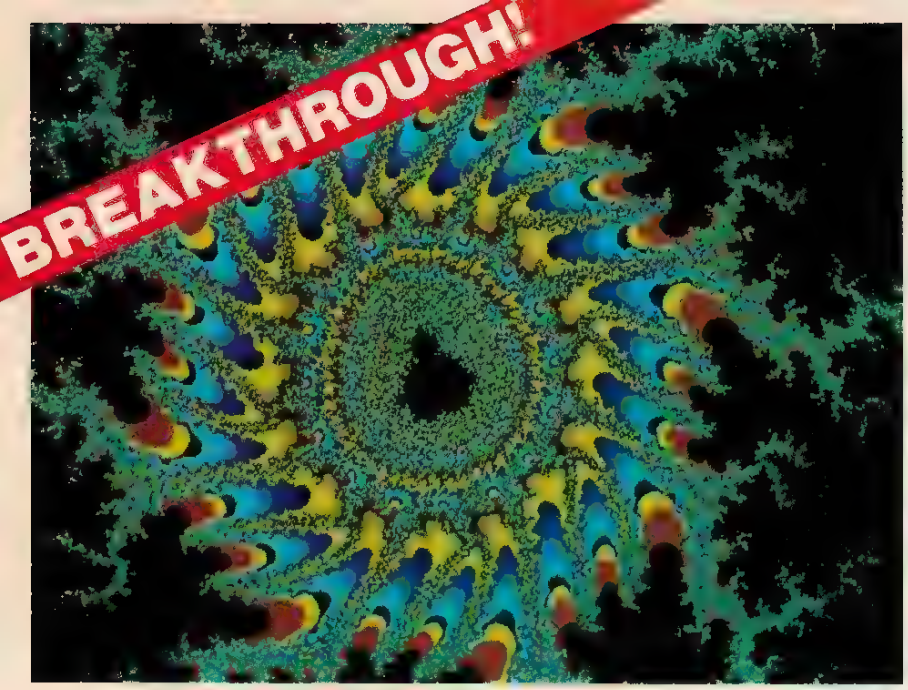
Atari ST owners will be able to upgrade to the new version by sending a check or money order ($20 for ***King's Quest I*** and $15 for ***Mixed-Up Mother Goose***) and either Disk #1 the front cover of the documentation (a new manual will be sent to you).

Be sure to include your return address and whether you want 5.25" or 3.5" disks with your order.

Mail to:
Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attn: Upgrades

If sending via UPS, ship to:
Sierra On-Line
40033 Sierra Way
Oakhurst, CA 93644
Attn: Upgrades

Cartoon submitted by Carl Rhodes of Texas



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Bring back the **"Psychedelic '60s"** with **FracTunes,** a unique software program that adds a **New Visual Dimension** to computer based music. It provides a **musically animated kaleidoscope** of computer images for serious musicians and music hobbyists. **FracTunes** works with "external" MIDI input devices (e.g. keyboard synthesizer), as well as "internal" synthesizers, like the **Creative Labs Sound Blaster** and **AdLib FM Sound** cards.

FracTunes has **two** modes of operation. In **Live** mode, what YOU play animates the images. In **Sequenced** mode, you can play back **Standard MIDI** or **Sound Blaster** song files that you have created, or acquired, to animate the images. **FracTunes** "maps" notes to colors, creating dynamically changing patterns in **direct** response to music.

Originally developed to animate fractal images, **FracTunes** can be used to animate **PCX** graphics files that **YOU** create in any of the popular "paint" programs. Create self-running **Slide Shows** that change images, colors and effects with the flow of the music. Beyond providing a musical **"light show,"** use **FracTunes** to tell stories with images you create, with your own music playing. **FracTunes** provides "scripting" capability typically found in multi-media software costing hundreds of dollars more. **FracTunes** makes multi-media easy and fun for the whole family.

If you are a creative artistic type, and into music, **DON'T pass this one up. FracTunes** comes with a collection of images, so you can start playing immediately! (If you are interested in **fractals**, give us a call for information on **FracTools** and **FracZooms**.)

FracTunes requires an **EGA** or **VGA** equipped IBM PC/XT/AT/PS2 or compatible, 512K of RAM, DOS 2.0 or higher, and a hard disk. A Microsoft compatible **mouse** is **strongly** recommended. It also requires a **Roland MPU-401** compatible MIDI adapter, a **Creative Labs Sound Blaster** card, an **AdLib FM Sound** card, OR an **IBM Music** card. (**Sound Blaster**, **AdLib** and **Roland LAPC-1** cards do **not** require MIDI adapters to play song files.)

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Prepare yourself for the Future of Interactive Adventures!

This futuristic, private-eye adventure is a totally new type of interactive game. The product of Dynamix's new GDS (Game Development System), Rise of the Dragon combines animation, interaction, puzzle-solving and cinematic storytelling techniques with a no-typing, 'point and click' interface for an action/adventure game unlike any you've seen — all in full 256 color (VGA) graphics* . Using over 8 megabytes of game data, Rise of the Dragon creates an incredibly realistic game world filled with intelligent characters and hundreds of animations. Hand-painted, digitized 256 color (VGA) graphics* give Rise of the Dragon a 'graphic novel' feel completely unlike other computer adventures.

You'll live life on the edge on the mean streets of 21st century L.A.

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- ***Exciting, 'graphic novel' style game graphics.***
- ***An intriguing and complex story. The first person point of view puts you in the center of the action.***
- ***Complex characters and character interaction. Rise of the Dragon characters have past histories, individual personalities and memory of past interactions.***

You'll match wits with a deadly drug lord for the life of the woman you love.

- ***Multiple story branches, puzzle solutions and outcomes give greater freedom of game play.***
- ***No typed-in commands — point and click to perform game actions.***
- ***Dynamix' VCR-style interface lets you go back and replay, or jump ahead in the game.***
- ***A haunting original soundtrack and full Roland, Ad-lib and Sound Blaster support for music and sound effects.***
- ***4 full featured arcade sequences with on-the-fly difficulty adjustment and a 'Skip' feature that allows adventure game purists to skip arcade sequences altogether.***

**also supports 16-color EGA, Tandy 16 Color, B/W, MCGA, and CGA. Rise of the Dragon contains adult subject matter and strong language. It is recommended for adult players*

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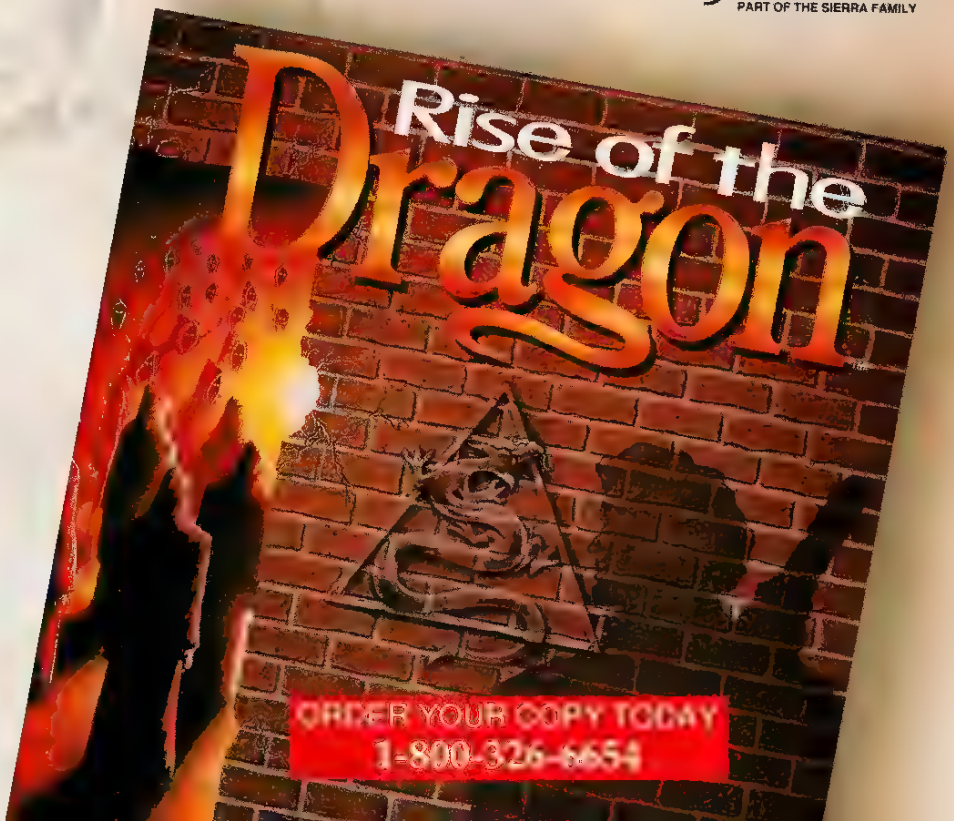

Rise of the Dragon™

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ROBERTA WILLIAMS 2 FOR 2 IN THIS YEAR'S SPA AWARDS

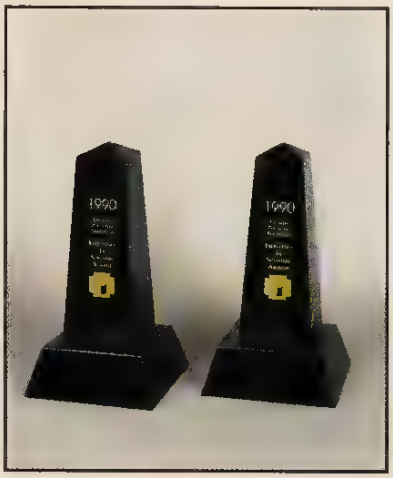
King's Quest V and Mixed-Up Mother Goose Carry Home the Gold!

Roberta Willams was awarded the industry's highest awards for excellence for both of her 1990 games.

"It's the industry's version of the Academy Awards," and Roberta Williams was this year's big winner.

On Monday, March 18, 1991, the stars of the computer software industry were gathered at the Mariott hotel in San Francisco for an event that has become the 'Academy Awards' of the software business, the Software Publishers' Association Excellence in Software Awards. A formal 'black-tie' banquet and presentation ceremony attended by more than 1500 guests was the backdrop for a very special assembly of industry professionals who had gathered to honor 1990's best software products and the individuals who created them.

Veteran comedienne and VH1 veejay Rosie O'Donnell kept the audience laughing as she lampooned the award presenters, including Sierra's Ken Williams. Well-known for her VH1 comedy series, Stand Up Spotlight and A Pair of Jokers, Rosie was the latest in a long line of distinguished emcees for the SPA event, joining other professional funny people such as Saturday Night Live's Dennis Miller, author Douglas Adams (*Hitchhikers Guide to the Galaxy, Dirk Gently's Holistic Detective Agency*) and noted actor/comedians Robin Williams and Harry Anderson, Jr.



Rosie decided to tone down the language and content of her sometimes risque material when she noticed 11-year-old Chris Williams seated with Ken and Roberta at a front table. Later, Chris went onstage with his dad to help present one of the awards, making the evening truly a family affair for Sierra.

Roberta Williams was nominated for two awards this year: Best Early Education Program (***Mixed-Up Mother Goose** Multi-Media Version*) and Best Adventure Game (***King's Quest V***). At the end of the evening she had brought both awards home to Sierra. Broderbund, won Best Home Learning Program for their Deluxe Edition of ***Where in the World is Carmen Sandiego?***, and a Broderbund affiliate, Maxis, captured the awards for Best Simulation and Best Secondary Education Product for ***SimEarth***. Other major players in the entertainment software market, including Origin Systems, Lucasfilm Games, and Disney Software, walked away empty-handed.

Ken Williams was one of the nominees for the Lifetime Achievement Award, but it was personal computer pioneer Steve Wozniak who went home with the award. "I can't imagine a better guy to lose to than Steve," says Ken. "He's always been one of my major inspirations in this business." We suspect Ken will be consoled somewhat by having to clear space on his desk for Sierra's latest awards. This year's statuettes will be squeezed in with SPA awards from 1987 (***Leisure Suit Larry 1***, Best Adventure Game), 1988 (***King's Quest IV***, Best Adventure Game) and 1989 (***Space Quest III***, Best Adventure Game) to produce a pretty impressive display for visitors to Ken's office.

The Sierra News Magazine wants to extend heartfelt kudos to Roberta Willams and her teams of programmers, artists and composers for being recognized with the software industry's highest awards for excellence.

Congratulations!

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CRAZY CUT-UPS CONTEST

Here's a crazy, mixed-up picture depicting some Sierra characters in a relaxed moment. Cut out the pieces (or a photocopy, if you don't want to ruin your magazine) and put them together to form the picture. Send the completed picture to: Picture Puzzle Contest, Sierra On-Line, Box 1103, Oakhurst, CA 93644.

Ten Winners will be chosen from a random drawing of all correctly completed pictures received postmarked no later than June 30, 1991. Each winner will receive a free Sierra software product of his or her choice. All winners are chosen at the sole discretion of Sierra On-Line. All entries become the property of Sierra On-Line. Void where prohibited by law.

Include your name, address and telephone number with your entry.

continued from page 4

We opened, this past year, offices in Europe and Japan. Our games need to be playable in French, German, Japanese, Spanish and, of course, English. Translating output is tough. Translating input is nearly impossible.

Lastly, there are those within our industry who think games like Sierra's may be played in the future on home entertainment units, not on computers. Imagine a device, not unlike a CD player, which would reside alongside your VCR. It would allow you to play Sierra's products off CD while resting on your couch using only a joystick or trackball. The good news is that this environment would be perfect for the talking CD-ROM versions of our games. The bad news is that a keyboard isn't very practical. I'm not sure how I feel about this vision of the future. I'll have to think about it, I guess.

"Wouldn't it be nice if you could play our games but all the other characters you ran into were real people?"

King's Quest V

Thank you, thank you, thank you. No product in this industry has ever sold so many copies so fast, ever. If you haven't played ***King's Quest V***, you are really missing something. Roberta, my wife and the game's author, worked hard, and it shows.

We always conduct a poll after we ship each game to see what you think of our efforts. ***King's Quest V*** was off the top of the charts. In a particularly important question, "How likely would you be to buy a sequel?", ***King's Quest V*** scored 96% success! As a point of trivia, what do you think the second highest scorer was? It was another game of Roberta's, ***The Colonel's Bequest.*** Congratulations, Roberta.

Top Secret

In October of 1990 we announced a top secret R & D project at Sierra. What we announced, which is that we have a test going with 1,000 users in the Los Angeles area of a new multiplayer gaming technology, is only the tip of a very large iceberg. We still aren't telling what we're up to but will give this hint: wouldn't it be nice if you could play our games but all the other characters you run into are real people?

If you think you might like more information and have an IBM compatible computer with a modem, then send us your name, complete address and phone number to:

Sierra On-Line
Top Secret Project
P. O. Box 485
Coarsegold, CA 93614

Of course there's no obligation of any sort.

You have my absolute word that you will like what we're doing. The Beta testers have been blown-away to put it lightly. This has become my pet project and I hope you write, so I can send you more on it when I am able.

Conclusion

In conclusion, I just wanted to say thank you for helping to make Sierra On-Line the world's number one publisher of entertainment software for personal com-

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puters. Until this past year, we really couldn't say that. We were close but not quite there. I believe you chose Sierra because you demand the best software for your computer. We will continue to do our best to keep up our end of the bargain. See you next issue!

Ken Williams

Late Breaking News

I have just returned from the leading conference on Multimedia, which was held in San Jose, California. At the conference, Microsoft announced publicly that they, as well as several hardware manufacturers, had created a new MS-DOS standard, to be called MPC (Multimedia Personal Computer). Several brands of computers will be shipping later this year which will carry the MPC logo, many targeting the home market at a reasonable price. Following is the official MPC specification:

-80286/10mhz or faster processor

-CD-ROM drive with 500ms or faster seek time and a 150KB or better data transfer rate

-VGA graphics

-Synthesized sound (at least 8 voices) and an 8-bit (or greater) DAC

-Mouse

-Windows with Multimedia Extensions

-2MB of RAM

-Mixing capability to combine the sound output from the DACs, Synthesizer and CD-AUDIO

Microsoft has an enormous amount of credibility within the hardware/software community, and this is exciting news because developers will, finally, have a standard for product development. Many developers were showing MPC compatible product running multimedia windows (including Sierra.) There are, however, a few unanswered issues. The required mixer is expected to only be available as an integral part of the sound card. This means existing music card owners will have to be upgraded to a new sound card or that MPC developers will have to be careful to not depend on the presence of the mixer. Also, it is not clear whether the Windows multimedia extensions will be available separately from buying an MPC machine. The Roland MT-32 and the Adlib do not have any kind of DAC. Is someone going to make an upgrade available? Adlib was showing a new card at the show called the Adlib Gold which appears to be the first card I've seen which fully meets the MPC specification. I'm sure many more are just around the corner. However, the Adlib Gold costs substantially more than its predecessor, or even a Soundblaster ($349, I think). Also at the show I heard that some of the coming sound cards which are MPC compatible are not compatible with any of the prevailing home computer standards; Adlib, Roland or Soundblaster. Investigate carefully to make sure that the sound card you purchase is compatible with one of these standards.

Tandy introduced a $395 (list price) CD-ROM drive at the show which was blindingly fast, although its official specs say it has only a 900ms seek time. In trials at our shop it works fine with our multimedia product. My sources inside Microsoft, who shall remain nameless, say that contrary to Tandy's own literature the drive passed Microsoft's preliminary tests with flying colors. Congratulations on a fine job Tandy!

In summary, I returned from the show confident that the industry has taken another great leap toward a multimedia future. However, I still can't honestly say what hardware configuration I'd recommend if you wanted to upgrade your system today.

Good luck!

NOW AVAILABLE!

A PORTFOLIO OF SELECTED ARTWORK FROM *KING'S QUEST V!* WHILE SUPPLY LASTS!

As part of our celebration of the release of ***King's Quest V***, Sierra is now making available a special portfolio of quality reproductions of original artwork from this landmark product.

The ***King's Quest V*** Portfolio includes reproductions of Cedric the Owl, King Graham with Crispin and Princess Cassima, the Witch's hut and a lush landscape from the land of Serenia.

To order your ***King's Quest V*** Portfolio, send $5 (includes shipping and handling within the U.S. and Canada) to:

King's Quest V **Portfolio Offer**
Sierra On-Line, Inc.
P.O. Box 1103
Oakhurst CA 93644

(Outside the U.S. and Canada, please include an additional $2.00 USFunds for shipping and handling)

Or call **(800) 326-6654** and ask for the ***King's Quest V*** **Portfolio Offer** #00209.

Visa, Mastercard, Discover Card and American Express accepted.
Offer expires June 30, 1991.

CUSTOMERS SAY THE DARNDEST THINGS...

A Comical Look at the Complex World of Computing!

By Liz Jacobs,
Customer Service Manager

"Excuse me, Your Hard Drive is how big??...

As a continuing testimony of Sierra's caliber of service which we provide to our customers, our sole purpose is to insure that you have the best time ever with our entertainment software! No matter what your level of hardware knowledge, these technicians will be able to communicate in a way that will have you up and running in no time at all!! Sometimes when resolving our customers' technical issues, the solutions can often be humorous. I'd like to share some of these humorous situations with you. I am in no way intending to offend anyone and hope that all of you will enjoy the following excerpts from our conversations.

One time a customer called explaining that ***King's Quest IV*** used to work, but now for some reason, wouldn't allow him into the game. Indeed, when he typed KQ4 at his C:\SIERRA prompt, the game came up and asked the question to verify his legal ownership. Even before he began to type, the game would tell him he was unauthorized to play, and drop him to DOS. How rude!

Puzzled over this, our technician had the customer type in a few DOS commands. Everything appeared to be in fine working order. The customer had a Sierra Boot Disk and tried rebooting from that. But the results were always the same, KQ4—drop to DOS, KQ4—drop to DOS, etc. It wasn't until our technician asked if the customer had a joystick or a mouse that he finally saw the light at the end of the tunnel. Yes, the customer had a joystick and it was on his bookshelf above his computer. Upon examining the joystick, the customer discovered a book had fallen upon it and was pressing down one of the buttons. *When he removed the book from his joystick, the game played once again.*

In our conversations over the phone, the very important question about the size of the hard drive often comes up. As all of you know, our games are getting bigger and bigger and bigger. However, occasionally some of our customers have been confused about this one. One customer reported that his hard drive had a 640K capacity. Still another reported he had a one-million megabyte drive (*our games aren't this big*)! Yet another customer said her hard drive was about 3 foot by 2 foot! Finally, another customer said she wasn't certain about the size, but that she thought it was a 256-color drive.

One of our female customers called in wondering why ***King's Quest V*** reported she didn't have enough RAM. She protested that she had "loads" of RAM. When one of our technicians asked her to specify exactly how many loads she did have, she responded that she wasn't sure, but that she thought she had at least half a load. Well, our technician ex-

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plained, she probably needed more of a load than that...at least two-thirds of a load should do it. After exploring her machine for a little while, they discovered together that she indeed had some memory-resident programs. After helping her to create a Sierra Boot disk, she could then play KQV.

One of our customers called up explaining that although she could hear the music in our game, all she could see was a blank screen. Our customer service rep explained that this might be caused by selecting an incorrect graphics selection from our installation menu. When asked which graphics monitor she had, she responded, "Well, I'm not sure, I think it's chromosome." It turned out that she had a Hercules monochrome monitor.

Did you ever notice how some of our game titles can be tongue-twisting? Sometimes it takes a little "extra" clarification on the part of the customer support rep to figure out just what game the customer is playing! We've heard some of the following titles:

From Sierra On-Line

(sometimes pronounced Sahara On-Line or C-R On-line), Hero's Bequest 5, Quest for Fire, Perils of Rosalind, Larry Leisure Suit 3: In Pursuit of Patty's Pulsating Pectorials, Colonel's Conquest

From Dynamix

(sometimes pronounced Die-na-mix) Raise the Dragon, A-10 Killer Tank.

From Game Arts

Sliphead, Saucer-Reein (or Cesarian)

Well, I hope you have enjoyed this inside look at some of the more humorous conversations that can be heard when walking through the Customer Support department at Sierra On-Line. But, have no fear, no matter what your question, no matter what title you use for the game, no matter what your computer knowledge level is...if your machine will run our software, this staff of technicians will get it running for you!!

WE WANT YOU TO HAVE THE FUN THAT OUR DESIGNERS INTENDED YOU TO HAVE WHILE PLAYING THEIR GAME!

SIERRA'S POLICIES

REFUND We will process a refund REGARDLESS of WHERE you bought the product. As long as you can provide a receipt showing purchase price, and date of purchase is within 30 days...we will refund your money.

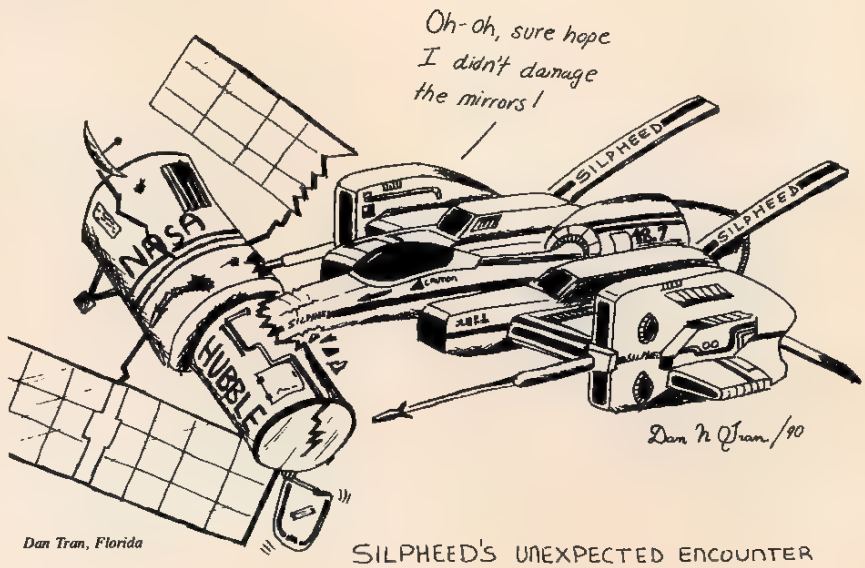
DISK REPLACE Disk replacement is FREE for the first 90 days. After that time we offer disk replacement at $10.00 for 5.25" disks and the 3.5". When we replace your bad disk(s) you'll receive an entirely NEW SET of disks, not just the corrupted disk(s).

BBS Sierra has a very serious Bulletin Board. It has 32 incoming lines. We offer hints on the various games, Technical Support, an ordering area with MANY, MANY Specials(!!!), and you can even leave a message for our Sysop. Dial 209-683-4463

HOURS Our Technical Support Staff is available to our customers Monday through Friday from 8:00 - 5:00 pm PST. Dial 209-683-8989.

TOURS Daily tours at 2 p.m. Contact Public Relations. Don't forget to stop by!

David Ajax, Ontario, Canada



Dan Tran, Florida

SILPHEED'S UNEXPECTED ENCOUNTER

CUSTOMER SUPPORT SOLUTIONS

SIERRA

QUEST FOR GLORY II, Trial By Fire !!!

When I try to restore a game on *Quest for Glory II*, the program will stop and not allow me to restore. What is happening?

A: We did find that a handful of customers had encounter difficulties when trying to restore a saved game on ***Quest for Glory II***. Our programmers quickly addressed this issue by releasing a patch disk. The file on the patch disk is called **SCIV.EXE**. The file **SCIV.EXE** replaces the existing **SCIV.EXE** file found in the program. If you have access to a modem, the patch is available for download on the Sierra On-Line Bulletin Board Service (BBS). The file name on the BBS is **QG2FIX.COM**. The BBS phone number is (209) 683-4463 or contact Customer Support at (209) 683-8989 to receive a copy of the **SCIV.EXE** file. The Customer Support department can also be reached by mail at P.O. Box 485, Coarsegold, CA 93614, Attention Department #10. Ask for the ***Quest for Glory II*** **SCIV.EXE** file and please indicate your disk size.

I have imported a character, either a Magic User or Thief from *Quest for Glory I* to *Quest for Glory II*. When I view my character, the statistics are all correct, but the picture of the hero looks more like a fighter than my character. Did I import my character wrong?

A: If this happens, the patch disk **SCRIPT.805** (called **QG2IMPRT.COM** on the BBS) will correct the situation. When this file is added to the program, the correct character picture will appear. The patch is available for download on the Bulletin Board Service (BBS) at (209) 683-4463 for customers with a modem or contact Customer Support at (209) 683-8989 to receive a copy of the patch disk. If by mail send attention Department #10. Ask for the ***Quest for Glory II*** **SCRIPT.805** file and please indicate required disk size.

TWO SOUND CARDS FOR PS/2 MICROCHANNEL OWNERS.

I am looking into music cards For my PS/2 Microchannel computer. Does Sierra On-Line offer music cards for my system?

A: Sierra On-Line offers the Roland CM-32L and CMS SoundBlaster for the PS/2 Microchannel computers. The PS/2 Models 50, 55, 60, 70 and 80 are Microchannel computers and use the Microchannel version of the CM-32L or CMS SoundBlaster. The slot where the card is to be installed has a different design than the standard XT/AT BUS and requires a Microchannel interface card. Creative Music Systems, the maker of the SoundBlaster music card, has just announced the release of the SoundBlaster music card for the Microchannel computers. Sierra On-Line will be receiving their first shipment of the new Microchannel SoundBlaster music card during the month of March.

NEW RELEASE UPGRADE QUESTIONS

I just received the 16 color version of *Kings Quest V*. I would like to upgrade *King's Quest V* from the 16 color version to the 256 color version. How can I get this version, and what are the hardware requirements?

A: To run the 256 color version of ***King's Quest V*** you will need either a dual high-density 3.5" or 5.25" drive system, or a single high-density 3.5" or high-density 5.25" drive system with a hard drive, VGA or MCGA graphics and 640K RAM. You can receive the ***King's Quest V*** upgrade by sending in all of your disks (both sizes) and a check made out to Sierra On-Line for $10. You will receive one set of program disks so please request either the 3.5" or 5.25" high-density disks. Address requests to Fullfillment Department.

I have heard that the low density 5.25" versions of *Quest for Glory II* and *King's Quest V* are available. How can I receive these versions?

A: If you tried running ***Quest for Glory II*** or ***King's Quest V*** from the 5.25" floppy disks only to get a message from DOS such as "General Failure reading drive A", you may not have a high-density (1.2M) 5.25" disk drive that is needed to read the disk. Sierra does offer both the ***King's Quest V*** (16 color version) and ***Quest for Glory II*** in the 5.25" low density disk format. A hard drive is required to run the ***King's Quest V*** and ***Quest for Glory II*** low density 5.25" versions. Simply mail in all of your disks (both sizes) to us, along with a request for the special 5.25" low-density version. Our address is:

Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614
Attention Fulfillment

We'll send you the special 5.25" low-density version free of charge.

CUSTOMER SUPPORT SOLUTIONS

DYNAMIX

SMART START DOESN'T RECOGNIZE YOUR GRAPHICS HARDWARE

I have a VGA card, but Smart Start thinks it's a CGA or a Tandy 16 color card. I cannot select the VGA graphics choice. How do I select VGA?

A: Smart Start scans certain memory locations in your machine for the graphics card. Every graphics type has it's own personal ID code. Smart Start scans that memory address for the video ID code and it chooses the proper graphic type based on that code. Some computer manufacturers decided to put something else at that memory address rather than the video ID code. This can really confuse Smart Start. We do have a utility that will allow you to choose the proper graphic type. It's called **CONFIG.EXE**, and you can download it from the Bulletin Board Service (BBS) at (209) 683-4463. You can also call our Customer Support department at (209) 683-8989, or simply write to: P.O Box 485, Coarsegold, CA 93614, Attention Department #10. Please request the **Dynamix CONFIG.EXE** file and indicate your disk size.

JOYSTICK NOT RECOGNIZED

My joystick is turned off in my Dynamix game and I cannot toggle it on. How can I use my joystick?

A: Try reseating your game card or moving it to another slot. This should allow the program to better recognize the game card. Remember to use proper static precautions when opening your machine. Static discharge can damage the sensitive components in your computer. If you're not familiar with taking your machine apart, please check with a qualified service technician. Remember, caution should always be taken when working with electronics.

STELLAR 7 AND THE SOUND BLASTER

I installed *Stellar 7* and it recognized my SoundBlaster card. When I start the game, a screen with a dialog box appears and my machine locks up. If I choose the Adlib sound choice it works fine, but I don't hear the voices. How can I use my SoundBlaster and hear the voices?

A: The voice channel in ***Stellar 7*** is optimized for interrupt 3 and interrupt 7. Try moving your SoundBlaster to interrupt 3 or 7. This is discussed in your SoundBlaster reference manual under "selecting interrupt line". But what if you have a modem on interrupt 3 and a printer on interrupt 7? That should be OK on most machines, as long as you are not using the modem and the game at the same time. The same holds true for the printer. On most machines you can share the same interrupt since you can't use your printer while playing ***Stellar 7***. If you're not familiar with taking your machine apart, please check with a qualified service technician. Computer circuitry is delicate and caution should be taken when working with electronics.

INSERT DISK #__ WHEN PLAYING FROM THE HARD DRIVE?

I'm playing from my hard drive and all of a sudden I'm asked to insert one of the game disks in my hard drive. How can I insert a disk into the hard drive?

A: Please confirm that there are enough file handles available for the game to use. This can be checked by looking in the **CONFIG.SYS** file in the root directory of your hard drive or in the DOS boot disk if you are loading DOS from a floppy disk. To view the contents of this file enter **TYPE CONFIG.SYS**. Look for the statement that says "**FILES=15**". The FILES should be set to at least 15 and probably no greater than 30, unless you have another software package that specifically requires more than 30 file handles. If you could not find the CONFIG.SYS file then you may want to create a boot disk and load DOS from the "A" drive to play the game. Refer to the instructions given later in this article (page 38) on creating a bootable disk. Adding a CONFIG.SYS file to your computer's hard drive should not be attempted unless you are very familiar with MS-DOS, and understand the function of the CONFIG.SYS file. The boot disk allows one to load a different CONFIG.SYS file without changing the existing one on the hard drive. If playing from hard disk, another possibility is that a file in the game directory has been damaged or deleted. Simply reinstall the game to your hard drive and the missing information will be added.

A-10 NOW ALLOWS SPEED ADJUSTMENT

I have the A-10 program. Is there a feature that allows me to adjust the speed of the program ?

A: YES !!! If you have the latest version of ***A-10 Tank Killer***, you can adjust the frame rate to slow or increase program speed. Versions 1.1 and 1.2 have this feature built in to them. This is an excellent feature that allows one to adjust the program frame rate speed to the speed of their computer. By pressing the shift key and a

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TECHNICAL SUPPORT SOLUTIONS

COMMON SCREEN MESSAGES

The following screen messages may appear while using Sierra On-Line software. If you have any questions regarding a screen message you are receiving, please contact Customer Support at 209-683-8989.

0X80/653 NOT FOUND playing MS-DOS ***King's Quest IV*** means you need our Waterfall patch disk. Please write our Customer Service department for KQ4 patch disk. Also available on the bulletin board .

0X80/997 NOT FOUND playing Atari ***King's Quest IV*** means you need to get the fruit, unicorn, and hen to the witch Lolotte while it's still daytime.

0X89/101 NOT FOUND playing MS-DOS ***King's Quest IV*** means you need to install the GameBlaster patch disk included with the GameBlaster card.

CRC ERROR means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for errors.

DATA ERROR READING DRIVE A: means you have a bad disk.

DISK ERROR-CANNOT FIND SECTOR. FILE ALLOCATION TABLE BAD while restoring saved games in ***Trial By Fire*** means you need the SCIV patch disk. Please see the ***Quest for Glory II*** section on page 32 for more details.

FILE SYSTEM ERROR FSREAD GETSEG, READSEGDATA ERROR: -36 on a Macintosh means a bad disk.

GENERAL ERROR #4, 6, 12, or C on a Dynamix program means you have a bad disk. Please check Disk Replacement Policy on page 31.

GENERAL FAILURE READING DRIVE A: during installation means you are trying to read an MS-DOS high density disk on a low density floppy drive. You'll need the low density version if available.

INSERT DISK #_ over and over on MS-DOS means try a boot disk. If it doesn't work, the disk may be bad. See Boot Disk Instructions on page 38.

INTERNAL STACK FAILURE. SYSTEM HALTED using a Roland MT-32. Set the board to IRQ7 and do the same in the GOODIES menu in the TRAX software.

INTERNAL STACK OVERFLOW. SYSTEM HALTED means you should make a boot disk with the line STACKS=32, 128 in the **CONFIG.SYS.**

INVALID DISK CHANGE READING DRIVE A: means you are using MS-DOS 4.01. The game can be installed manually. Hard Disk Manual Install Instructions are given on page 35.

NOT ENOUGH SPACE ON DRIVE TO INSTALL GAME when you do means you are using MS-DOS 4.01. The game can be installed manually. See the manual install section on page 35 for more details. For ***King's Quest V***, do the Small Install rather than the Regular Install, then copy over the remaining disks to the C:\SIERRA\KQ5 directory. The 16 color version takes 6 meg of hard drive space. The 256 color version takes 9 meg of space.

OOPS! is a generic message, usually for something unforeseen in game play. See the ***King's Quest V*** section on page 35 for more details.

OUT OF HANDLES on an MS-DOS computer means you need a boot disk. Please refer to the Boot Disk Instructions on page 38 for more details.

OUT OF HANDLES on an Amiga playing ***Leisure Suit Larry II*** was discussed in great detail in the last newsmagazine (Fall 1990-V3, No. 3) on page 29, or contact Customer Service.

OUT OF HEAP is a generic error message. Try a boot disk. In Camelot, near Gaza, this message means you probably got money twice from the Treasurer. Get the money just once. If you get this message while battling the Saracen, this means you need to save Galahad before getting the medallion in the catacombs.

OUT OF HUNK is easily taken care of with a boot disk. Please refer to the Boot Disk Instructions on page 38.

PACKHANDLE FAILURE means you probably have a Plantronics graphics adapter running in Tandy-compatible 16 color mode. Choose the CGA 4 color support instead.

SECTOR NOT FOUND READING DRIVE A: reading any MS-DOS game disk means you have a bad disk.

SOFTWARE ERROR-TASK HELD: means you probably have an Amiga 2000 with no FAST RAM running ***Codename:Iceman***, ***Camelot***, or ***The Colonel's Bequest***. Send in disk #1 and a note stating you need the version that works on systems with all CHIP RAM and no FAST RAM.

SYSTEM ERROR #38 on ***A-10*** running an Amiga means you probably have less than the required 1 meg of RAM installed.

INVALID MEDIA OR TRACK 0 BAD means you tried to format a low density disk in a high density drive without the proper parameters. See the Boot Disk Instructions on page 38 for assistance.

UNABLE TO INITIALIZE HARDWARE MEDIA means you probably have a SoundBlaster. Set it to IRQ 3 to set things straight. One quick solution is to use the Adlib driver.

COMMON CUSTOMER REPORTS:

Blank Screen means the incorrect graphics or sound choices were made during installation of SCI games. Rerun installation and make other choices, or call for assistance.

Black Screen with Mouse Pointer means you probably have a newer SoundBlaster board without the CMS chips installed and you selected to the GameBlaster support. Choose Adlib to see if the game will now work.

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number from 1 to 9 you can control the speed. Shift 1 is the slowest, and Shift 9 would be the fastest. If you need to upgrade to the latest version, send in your disk number one. If you purchased it within 90 days, the upgrade is free, with a copy of the dated sales receipt. After 90 days there is a $10.00 upgrade fee. Simply mail in Disk Number One and a check or money order for $10.00, or copy of sales receipt, to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: Fulfillment

For those with a modem, the Sierra On-Line Bulletin Board Service (BBS) has all the files required to upgrade your ***A-10 Tank Killer*** program to the most current version. The BBS file name is **A10UPGRD.EXE**. If you are looking for some additional missions for ***A-10***, they are also available on the BBS under the file name **A10MOD.EXE**. The BBS phone number is (209) 683-4463.

GETTING SNOW OR GARBLED IMAGES USING VGA GRAPHICS

I get snow and static on my screen during game play. Sometimes I see lines across my screen when I play. When I start up my game, I get multiple images on the screen. It's like looking at four screens at once. What can I do about it?

A: Some VGA cards give multiple, smaller or garbled images on the monitor. This is because we are making direct register calls in VGA mode. This is how we can keep the speed up and have the complex graphics all in one. This only happens to VGA cards that are not 100% register compatible. If you have version 1.1 of ***A-10 Tank Killer*** or higher you can choose the MCGA graphics selection. This will allow you to get the 256 color graphics and the resolution is the same. Direct register calls are not made in the MCGA mode.

NOW WHAT?

If you are using your mouse to play the game, you must put your mouse driver on the boot disk. Refer to your mouse manual on how to install your mouse driver, or call our Customer Service department.

Now you must REBOOT your computer with this boot disk. Leave the boot disk in drive A: and press the keys CTRL, ALT and DEL at the same time. Your computer will now reboot to the A: prompt. Type C: to get to your hard drive. Now follow the instructions in your manual to start the game, and have a great time!

KING'S QUEST V

The INSTALL process on ***King's Quest V*** is somewhat different than the other Sierra programs. Sometimes change can be confusing unless the customer is informed. Some customers have asked why do you include a Dual Drive Startup disk in with the program. I simply want to install the program to my hard drive? If installing the game to your hard drive, look for a disk labeled STARTUP, and run the installation program from that disk. The Dual Drive Startup disk is useful only if you have two floppy drives and no hard drive. By using the dual drive startup disk, we have been able to reduce the number of disk swapping if playing from disk drive. The Startup and Dual Startup disks are the same except the Dual Startup disk does not have the hard drive installation feature.

How many disk swaps does it take to get to the opening screen of ***King's Quest V*** playing from one 360K floppy drive? It takes 29 swaps between 10 out of the 15 disks. The game could be played this way but it simply isn't an enjoyable game popping and swapping all night. This is why we went with a hard drive/dual floppy drive requirement. How many disk swaps does it take to finish the game? The world may never know!

OUT OF HUNK

message may occur when running some conflicting ram-resident programs, such as *Windows*, *Sidekick*, a DOS shell, pop-up utilities, certain menu programs, screen savers, and so on. The game is so big that it requires most of the memory and atten-

continued on page 38

HARD DISK MANUAL INSTALLATION PROCEDURE:

If you are experiencing problems installing your game to the hard drive, you might want to try a manual installation. Ram-resident programs may conflict with the automatic installation, and sometimes a boot disk doesn't solve things. The following are step-by-step instructions for a manual installation to hard disk.

*** Insert game Disk #1 into the A: drive and close the door.**
*** Type: C:**
(Substitute the correct drive letter)
*** Type: CD**
*** Type: MD SIERRA**
*** Type: CD SIERRA**
Now, create a batch file to allow you to start the game. *King's Quest IV* is used as an example.
*** Type: CD C:\SIERRA**
*** Type: COPY CON KQ4.BAT**
(Substitute the correct game abbreviation)
*** Type: CD KQ4**
(Substitute the correct game abbreviation)
*** Type: SIERRA**
*** Type: CD**
*** Press the F6 key then press ENTER.**
Now we will create the game directory and change into the new game directory.
*** Type: MD KQ4**
(Substitute the correct game abbreviation)
*** Type: CD KQ4**
(Substitute the correct game abbreviation)

Now copy over each game disk in the set by placing them one at a time into the A: drive.
*** Type: COPY A:*.***

Once all the disks are copied over, there is a special procedure for 512K and 640K SCI games (as indicated on the outer box sleeve). Run the INSTALL program. Skip this step for 256K AGI games. Answer all questions about the hardware correctly. The final question asks if you wish to install the game to the hard drive. At this point, press the [ESC] key to complete the installation. To run the game from the root directory:
*** Type CD\SIERRA**
*** Type KQ4**
(Substitute the correct game abbreviation)

CUSTOMER SUPPORT SOLUTIONS

By: Wonder Wilson

Hello and welcome to Wilson's World of Hints! This is Wonder Wilson *(they always wonder what I'm doing)*, here to answer the age old question "I'm stuck, what do I do now?" In this session I would like to lead you through the desert of ***King's Quest V*** to get the magic staff from the cruel and devious bandits. I'll teach you the game plan to take care of that witch with the frog fetish and stay tuned to learn some back home rock climbing skills.

Our next stop will be ***Quest for Glory II*** where I'll flex my muscles in my attempt to heroically show you how to cool down the Fire Elemental, whisk away the Air Elemental, crush the Earth Elemental and dry up that Water Elemental. Also, in beautiful Shapeir, I will go over some tips for Magic Users and touch on the No No's of thieving, plus other helpful desert guidance.

KING'S QUEST V- HINTS FOR THOSE WHOSE HEARTS HAVE GONE YONDER!

King's Quest V is a difficult game to get started as many of you may already know. Here are some jumpstart hints to get you on track. After you have the honeycomb from the bees, helped the ants to receive the gold needle which can be traded for the cloak, and bought the custard pie with the silver coin you found in the street of the town, you may find yourself stuck. Okay, well it's desert time. Walk along the mountain wall until you come to an oasis. Drink from the water here and you will get the message that horsemen are approaching. Hide behind the rock and watch as the bandits ride into the temple and use the magic staff to open the door. When they ride off, you need to look for their hideout. The quickest way to get there is to walk two screens right from the oasis, two screens down, one screen left, four screens down and four screens to the left. Don't forget to get the old boot next to the skeleton. Once at the camp of the bandits, go into the smaller tent. Be sure to save your game, these bandits aren't the neighborly type! Get the magic staff and get out of the tent as quickly as possible. This staff will open the temple door for you. All you can get from the temple is the brass bottle and the single gold coin lying beside it.

If that old witch is giving you warts, I've got the perfect plan!

If that old witch is giving you warts, I've got the perfect plan! After you have been to the temple and fetched the brass bottle and gold coin, visit the Gypsy woman Madam Muska. She will give you a medallion that will aid in your witch extermination. Wear the medallion before entering the witch's forest and give her the brass bottle. Once the witch is gone, go into her house and get the pouch from the chest of drawers, the spinning wheel from the cabinet and the key from the lamp. The trick to getting out of the forest isn't really that hard! Use the honey on the path where you see the eyes peeking out of the bushes and throw the emeralds that you found in the pouch out onto the honey. A greedy elf will rush out and grab up the gems, but will end up getting stuck on the honey. With some slight bribery, the elf will lead King Graham out of the dreaded forest and give him a lovely pair of boots.

Now, as I promised, I'm going to give you the latest information that mountain climbers must have to get past those snowy peaks! First you'll need a rope. HHMMM, the only place I saw a rope was...NO! Not the Swarthy Hogs Inn! Well, yes, that is where poor King Graham must brave, but I have an easy way to get out safely. Remember that old boot you found in the desert? You need to throw that at the cat who is chasing the rat by the bake shop. For this kind act, the rat will chew through your ropes. Once you are free, you will need something to break the lock. The shoemaker has a hammer that would work nicely. If you give him those boots that the elf gave you, I'm sure he would give you the hammer. Before you leave the inn, get the leg of lamb. It will come in handy when King Graham starts getting hungry. Once you have the rope, try throwing it onto the rock, not the tree branch.

What better to do after risking life and limb on a snowy mountain peak than warm up in the desert of Shapeir in ***Quest for Glory II***.

QUEST FOR GLORY II — SUGGESTIONS FOR DODGING DESERT DANGERS.

There is much to see in this city; hopefully I can be of some assistance during your stay here. Whether you are a fighter, a magic user or a thief, there is something here for you. If sand exploration is what you crave, it's here! Buy a trusty *(well maybe not so trusty)* saurus and take to the dunes. Out in the sun drenched plains you can find the Dervish who has an interesting problem for you to solve later in the game. You will also discover a griffin and the poor plant woman named Julanar if you walk along the cliffs. Ask the enchantress Aziza about the plant woman and she will tell you what there is to know.

Thieves need to be very careful in Shapeir as this city looks upon them with hateful eyes! Find the money changer and "make the thieve's sign". She will tell you about all the hottest spots to pilfer.

Magic users who want to become wizards need to go to WIT. Use your detect magic spell to find the hidden doorway and then cast your open spell. You will need to choose someone to sponsor you during the initiation; pick Erasmus. These are the spells that you will need for the tests at WIT:

These are the spells you will need for the tests at WIT...

IF YOU DO NOT WANT TO KNOW THE COMPLETE ANSWER, DO NOT LOOK FURTHER!

24 Hour Hints 75¢ 1st minute, 50¢ each addl. minute
1-900-370-KLUE/ Inside CA 1-900-370-5113

The first test is to ring the bell. Cast detect magic, fetch and then trigger. Cast the fetch and levitate spells to pass the air test. For Earth, you need to cast trigger, dazzle, and then trigger again. Cast flame dart and then force bolt for the water test. The last door is fire. Cast open, calm, fetch and force bolt.

OKAY!
The rest of you can start reading again.

I want to tell you how to whip the Elementals! To capture the Fire Elemental you need a lantern, only ONE pouch of incense and a full waterskin. Lure the Fire Elemental into the passageway with the incense and when you get the message that you're out of incense, "drop lamp" and throw the water on it. The Elemental will hide in the lamp allowing you to catch it.

To blow away the Air Elemental you should have a pot of soil and the bellows from the weapons shop. A Fighter can arm wrestle to win the bellows, a Thief can use the magic rope at night and a Magic User can use the levitate spell to get them. You need to put the soil at the center of the Air Elemental. A Fighter must thrust himself into the Elemental and drop the soil; a Thief must use the magic rope to climb above it; and the Magic User must levitate above it. When it weakens, use the bellows to suck up the Elemental.

The Earth Elemental can be a little flaky, but I have discovered a way to crumble him! You will need fire and a cloth sack. A fighter can borrow the flaming sword from Rakeesh. A Thief needs to get the powder of burning from Harik in the Apothecary and a Magic User needs to cast the flame dart spell. After defeating the Elemental with flame or fire, "get" part of the Elemental and take it with you.

Our last Elemental is water *(the slick sucker!)*. To take care of this one I suggest that you have a waterskin and the bellows containing the Air Elemental. Drop the waterskin and then use the bellows to weaken the Water Elemental. It will hide in the waterskin so you can catch it.

Well, I know it's been fun but my time is up. They're taking me back to my dark hint cubicle. I hope to hear from you soon!

Compuserve Data Communication Network

by Randy Taylor & Kerry Sergent, Sierra BBS Staff

CompuServe users can now access the Sierra BBS on super noise free lines through the CompuServe Information Service!

If you are a current CompuServe user, you can now access the Sierra BBS by simply typing GO SIERRA at any ! prompt. You will automatically be connected to the Sierra BBS over CompuServe's super noise-free lines designed for data communications, a benefit that you cannot get by dialing direct! Other benefits to connecting through CompuServe:

1. Super clean lines providing enhanced error checking and cleaner communication channels meaning faster file transfers and data throughput 24 hours a day.
2. Only a local call from over 600 cities meaning no long distance communication costs exist for over 90% of the country. Save on long distance charges (normal long distance can be up to $15.00 an hour dialing direct)!
3. No additional charge for using the Sierra BBS other than CompuServe's connect time charges.
4. Easy to reach customer support line available to provide help with connecting, logging on, and any other problems you may have. Call 1-800-848-8990 and have your User ID ready.
5. Ease of access with the simple GO SIERRA command.

While on the Sierra BBS, you will be able to use a multitude of resources available at the touch of a key:

1. Complete, easy to use online hint system providing hundreds of hints on all currently shipping adventure games at the touch of a button.
2. Up to date technical bulletins provide assistance on common problems that you may encounter while using your Sierra/Dynamix/Game Arts products.
3. Customer Service & Technical Support are available through our customer support mail system where you can get answers to specific problems from a specialized Sierra or Dynamix representative.
4. File libraries with sneak preview screen shots, free slide-show type animated demonstration programs, enhanced music support drivers, multiple computer format file areas, and handy shareware software are all online for public downloading and exchange.
5. Online electronic catalog and ordering section where you can order Sierra/Dynamix/Game Arts products direct using your Visa, Master Card, American Express, or Discover card. Be able to take advantage of special sales and promotions found no where else!
6. Fun on-line rap session conferences with our "Designer of the Month", Ken Williams, Guruka Singh-Khalsa (Sierra producer), and many others. Also, chat with a live Dynamix representative on a weekly basis! Check our calendar of events for details!

If you are not a current member of CompuServe, please contact us at the address below for a free introductory Info-Pack which includes $15.00 free usage credit.

Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614
ATTN: The Sierra BBS Support Staff

Take advantage of the enhanced method of connecting to the Sierra BBS! Connect through CompuServe today!

SIERRA'S TOP TEN BEST SELLERS

September 1 to January 31, 1991

1. KING'S QUEST V
2. QUEST FOR GLORY II
3. RISE OF THE DRAGON
4. RED BARON
5. STELLAR 7
6. LEISURE SUIT LARRY III
7. JONES IN THE FAST LANE
8. A-10 TANK KILLER
9. CONQUESTS OF CAMELOT
10. OIL'S WELL

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tion it can get in your computer! Rather than reconfigure your hard drive for just one game although it's a great game, you can make a boot disk. Some customers like to take this one step farther and have the boot disk load their mouse driver upon system startup. We wish all mice drivers were installed in a common directory so we could give generic boot disk instructions. Please refer to your mouse manual for instructions on loading a mouse driver. If you have further questions, please contact Customer Support.

OOPS!

If you get an **OOPS!** in the beginning when you are asked if you've played before, this means you probably installed the 256 color version on top of the 16 color version, or vice versa, and did not delete the old version first. Just delete the files in the KQ5 directory and reinstall. If you get an **OOPS!** in the kitchen towards the end of the game, just reinstall the game and you'll have no problems!

Get the OFFICIAL GUIDES to these Sierra Games

The Official Book of King's Quest, 2nd Ed.
covers King's Quest I–V
available April 1991

The Official Guide to Roger Wilco's Space Adventures
covers Space Quest I–IV
available May 1991

The Official Book of Leisure Suit Larry
covers Larry I–III
available now

$12.95 each plus $2 shipping & handling ($6 foreign) for each book (residents of NC, NJ, NY please add applicable sales tax).

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All payments must be in U.S. funds. Please allow 4 weeks for delivery. Sierra, King's Quest, Leisure Suit Larry, and Space Quest are copyright and/or trademarks of Sierra On-Line, Inc.

BOOT DISK INSTRUCTIONS

If you're having problems and you're not sure where to start, try using a boot disk. This is what we consider "ground zero" to keep TSRs (terminate-and-stay resident programs), device drivers, memory managers, screen savers, DOS shells, etc. from being loaded into memory. These programs could conflict with our adventures and cause all sorts of heartache and grief. By booting off this boot disk, then playing the game from floppies or the hard drive, if the problem doesn't disappear, you know something else is wrong.

Note: The format command must be used with care, since you could erase everything on your hard drive if format is used incorrectly. Please follow the instructions properly. If you have any questions, please contact the Sierra On-Line Technical Support department.

FORMATTING FROM A HARD DRIVE

* **Put a blank disk in drive A:**
* **At the C: prompt, type: FORMAT A:/S**

Note: If your A: drive is a 5.25" high density drive, using low density disks, type: FORMAT A:/S /T:40 /N:9

Note: If your A: drive is a 3.5" high density drive, using low density disks, type: FORMAT A:/S /T:80 /N:9

* **Respond to the DOS prompts**

FORMATTING FROM A FLOPPY DRIVE

* **Put the DOS System disk in drive A:**
* **At the A: prompt, type: FORMAT A:/S**
* **Switch disks as prompted and put a blank disk in drive A:**
* **Respond to the DOS prompts**

Now you need to make a CONFIG.SYS file on this freshly formatted boot disk.

MAKING A CONFIG.SYS FILE

* **Type: A:**
* **Type: COPY CON CONFIG.SYS**
* **Type: FILES=20**
* **Press the F6 key then press ENTER**

If you are using DOS 4.00 or DOS 4.01, you'll need to follow the next step.

MAKING AN AUTOEXEC.BAT.
If you are using DOS 2.XX or DOS 3.XX, jump down to the NOW WHAT? section.

MAKING AN AUTOEXEC.BAT FILE

* **Type: A:**
* **Type: COPY CON AUTOEXEC.BAT**
* **Type: SET COMSPEC=C:\COMAND.COM**
* **Press the F6 key then press ENTER**

Note: If your hard drive DOS partition is greater than 32 megabytes, you must load SHARE.EXE onto the boot disk. It won't make much of a difference if SHARE is loaded and your hard drive is less than 32 meg.

* **Type: C:**
* **Type: CD**
* **Type: COPY C:\SHARE.EXE A:**

If you get the message FILE NOT FOUND, type: COPY C:\DOS\SHARE.EXE A:

If the file is still not found, please contact our Customer Service department at (209) 683-8989. If you are using a mouse to play the game, see NOW WHAT? pg 35.

24 Hour Hints-75¢ 1st minute, 50¢ each addl. minute
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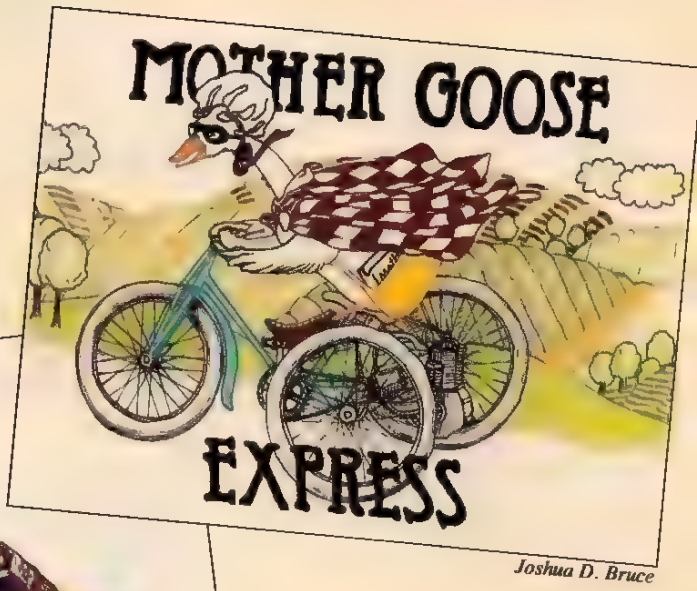
DRAW MOTHER GOOSE CONTEST RESULTS

Our Draw Mother Goose Contest was a great success, with more than 650 entries received before the January 15th deadline. We received drawings by young artists between the ages of 3 and 14, and there were so many excellent entries that it was very difficult to choose winners. Because of the large number of entries from younger artists, we added a grand prize and ten runner-up prizes for entrants 7 years old and younger. We'd like to thank everyone who entered the contest for letting us see and enjoy all this outstanding artwork.



Joshua D. Bruce

Nellie M. Bruce

Emily Bruce

Nellie M. Bruce

Michelle Litt

GRAND PRIZE WINNER

The Bruce Family, Kansas
Joshua D. Bruce, 12
Nellie M. Bruce, 11
Emily Bruce, 7

RUNNERS-UP

Joshua Baurle, Kentucky — 8
Andria Fargo, Washington —10
Cherilyn Ferby, Alberta — 13
Daryl Hansen, Ontario — 12
Lisa Inglis, Ontario — 11
Jesse Lee, California — 13
Nita Lek, California — 7th Grade
Kirsten Rockwood, Georgia — 13
Zeke Spier, Oregon —9
Devin Wilson, Arkansas —10

GRAND PRIZE — AGE 7 AND UNDER

Michelle Litt, Alberta — 7

RUNNERS-UP — AGE 7 AND UNDER

Michelle Anderson, Minnesota — 7
Heather Calhoun, Virginia — 5
Wyatt Cavenaugh, Virginia — 6
Kristina Dugas, New Hampshire — 5
Frank Hernandez, California — 6
Roxie Maizler, New York — 7
Liesel M Mundhenke, Washington — 3
Andrea Palleschi, New York — 5
Tina Toffol, Minnesota — 5
Juan Zapata, California — 7

Nick's HOT DEALS 2

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Save $129.95

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		16 color	256 color Disks Enclosed		CD (Compact Disks) Requires 640K	Laptop Requires 512K. No color or music card support. 3.5" disks	512K Required.	512K Required. *SS* = Single-sided *DS* = Double-sided	B/W & 16 color on Mac II. Requires 512K	B/W & 256 color on Mac II. Requires 1Meg	9.95 each
		3.5" and 5.25"	3.5" High Density	5.25" High Density							
		EGA, MCGA, VGA, or Tandy Graphics	MCGA, VGA only *(Check preferred format)*								
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THE SIERRA NO RISK GUARANTEE. If you are not completely satisfied with any product you purchase from our catalog, for any reason, return it within 30 days and we will promptly exchange the item or refund your purchase price. A software product is only as good as the company behind it. Hardware items such as Music Cards are provided by other companies for resale by Sierra. While Sierra attempts to insure the value of these items, it makes no warranties or claims for them above those of the original manufacturer. Sierra will refund or exchange any hardware item provided it is returned within 10 days in its original packaging.

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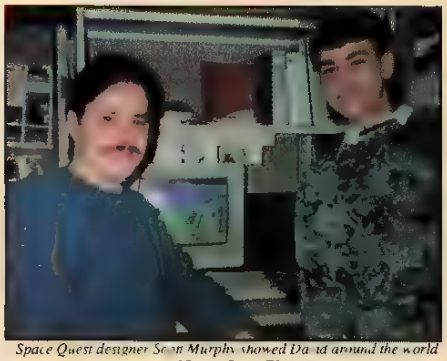
David Mendenhall, winner of the Come Home and Meet the Family Contest

In December of last year, David Mendenhall, winner of Sierra's 'Come Home and Meet the Family' contest, brought his family all the way from Michigan to meet our family on a weekend tour of Sierra and Yosemite National Park. These photos from the Sierra scrapbook show some highlights of the Mendenhall family tour of Sierra's Oakhurst, California facilities. We were extremely happy to be able to meet David and his family, and to be able to extend them a Sierra family welcome.

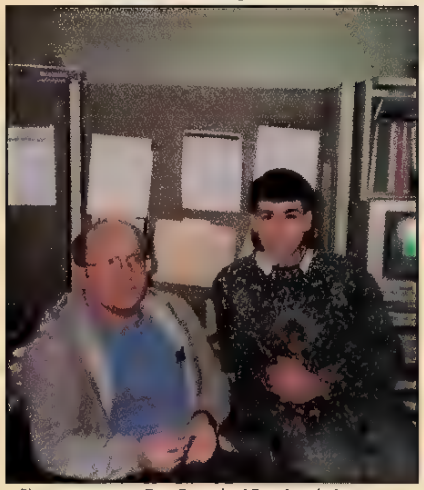
David posed for a souvenir photo with Police Quest & Codename. Iceman designer Jim Walls



Space Quest designer Scott Murphy showed David around the world of Space Quest IV

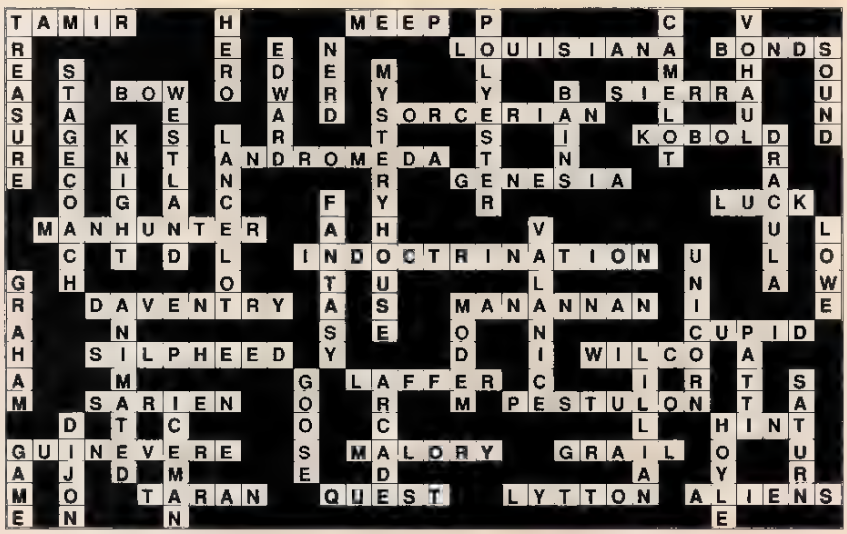
Sierra Quality Assurance analyst Sharon Simmons shows David a new game still in the testing process

David discussed the role of music and sound in games with Sierra music man Mark Seibert



Sierra programmer Gary Butts clued David on the latest game developments in the Development Department.

The Mendenhall family discussed game design with Quest for Glory's Corey Cole



Answers to last issue's Crossword Puzzle

WINNERS OF THE CROSSWORD PUZZLE CONTEST

1. Susanne Bauman, Pennsylvania
2. Keith Lee Ballard, Indiana
3. Andrew Bradley, Texas
4. Matthew Comay, California
5. Merle Cushenberry, Texas
6. Warren Hoffman, Pennsylvania
7. Gaylan Ohlhausen, Texas
8. LaNelle Ohlhausen, Texas
9. Steven Keller, Arkansas
10. L. Racine, Washington

CARTOON DRAWING CONTEST

WINNERS IN THIS ISSUE:
Adam Lopez, North Carolina
Charlie J. Frank, Florida
Carl Rhodes, Texas
David Ajax, Ontario, Canada
Dan Tran, Florida
Conor Sreenan, Ireland
Syed Amir Abbas, Saudi Arabia
Amir Segal, Israel

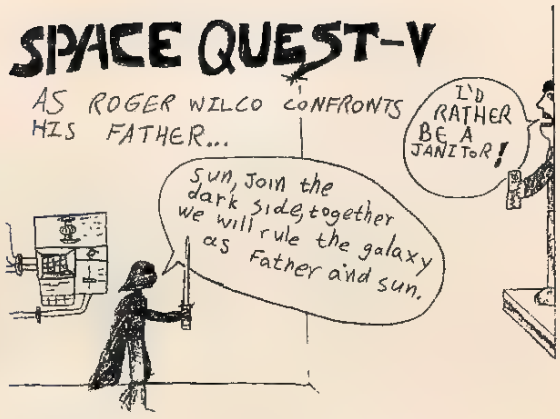
Sierra's Cartoon and Drawing Contest is an ongoing competition, and always open to submissions. Winning entries will be published in the Sierra News Magazine, and winners will receive a Sierra software product of their choice. Because we receive hundreds of submissions every month, we cannot acknowledge non-winning entries. Large entries may be reduced for space considerations when printed. If you are a winner we will contact you to find out which software product you want for your prize, so remember to include your telephone number. If you are under 18, please include your age also.

RULES:
Cartoons and drawings must be original ideas, ***not*** copies of other cartoons or drawings.
To be considered for the contest, entries must be in ***black ink*** on ***unlined white paper*** (please do not fold).
Your name, address and telephone number must appear on the back of your entry *or* on a separate piece of paper attached to your entry.
You can enter as often as you like. It is *not* necessary to send multiple entries in separate envelopes.
Winners are chosen at the sole discretion of Sierra On-Line, and all entries become the propterty of Sierra On-Line.
Submit cartoon/drawing entries to:

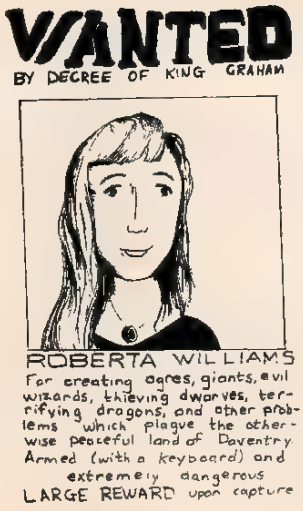
Cartoon Contest
Sierra On Line
P.O. Box 1103
Oakhurst, CA 93644

IMPORTANT NOTE: Please *do not* send any other correspondence in the same envelope as your cartoon contest entry. Address all other correspondence to:

Sierra On Line
P.O. Box 485
Coarsegold, CA 93614


SPACE QUEST-V
AS ROGER WILCO CONFRONTS HIS FATHER...
I'D RATHER BE A JANITOR!
Sun, Join the dark side, together we will rule the galaxy as Father and sun.

Amir Segal Israel

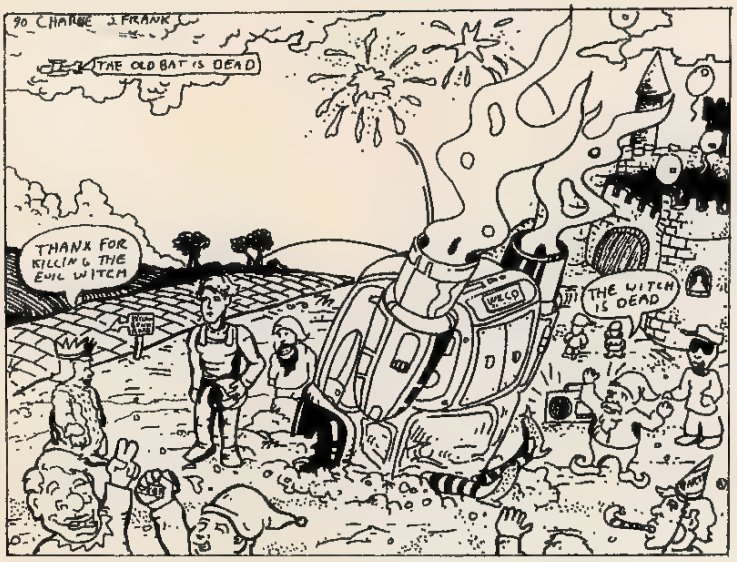

WANTED
BY DECREE OF KING GRAHAM
ROBERTA WILLIAMS
For creating ogres, giants, evil wizards, thieving dwarves, terrifying dragons, and other problems which plague the otherwise peaceful land of Daventry
Armed (with a keyboard) and extremely dangerous
LARGE REWARD upon capture

Adam Lopez, North Carolina

HINT BOOKS
WAIT, DON'T PICK UP YET! I HAVE ONLY ONE LAST THING TO DO... DESTROY!!
FOR THOSE WHO NEEDS THEM?!
NOTE: BUY IT BEFORE IT'S TOO LATE!

Syed Amir Abbas, Saudi Arabia

Conor Sreenan, Ireland



WHAT REALLY HAPPEN WHEN ROGER WILCO CRASHED ON PLANET KERONA IN SPACE QUEST 1!

Charlie J Frank, Florida

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That's right, the game that launched the legend will soon be available in eye-popping high resolution for your MS-DOS computer. All new hand-painted backgrounds and entirely redrawn animation give a totally fresh look and feel to this long-time favorite. Add a sparkling new stereo soundtrack with major sound card support, and you have a completely new experience in computer gaming for grownups.*

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SPECIAL UPGRADE OFFER

If you currently own Leisure Suit Larry in the Land of the Lounge Lizards, you can upgrade to the new version for $25. Send either Disk #1 of your present version or the front page of your game documentation plus a check or money order for $25 (to cover the cost of the upgrade plus shipping and handling) to Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614, Attn: LSL1 Upgrade. Be sure to include your return address, and say whether you'll need 3.5" or 5.25" disks.

No upgrade orders will be accepted by telephone.

* *Due to adult content, Leisure Suit Larry is recommended for adults only.*

RUMOR MILL

by Johnny Magpie

THREE NEW LARRY GAMES IN 1991?...APPLE II/IIGS SOFTWARE DISAPPEARS COMPLETELY...AND NEW HARDWARE DIRECTIONS FOR SIERRA IN 1991.

LEISURE SUIT LARRY TIMES 3...

Word in the hallway is that there are THREE new Leisure Suit Larry products in the works for 1991. One is the classic ***Leisure Suit Larry I***, which will be completely rewritten under SCI and repainted for VGA in 256 colors.

The second is the next Leisure Suit Larry sequel - an adventure game co-starring Polyester Patti. It's going to be ***the most graphic yet***, and will definitely carry a stronger warning label about **NO ONE UNDER 18**. This goes hand-in-hand with the rumor that the Software Publishing Association has named Sierra President Ken Williams head of a committee to create a rating system for software. Another rumor running around the bulletin board systems is that the next Larry game will be ***Leisure Suit Larry 5*** — No word on why this is.

More interesting than the rumor of Larry's loose morals *(which should be a secret to no one)* is the rumor that the third Larry outing is going to be a product for the office! This is such an outrageous rumor that I almost couldn't believe it, but the Magpie managed to obtain some preliminary design documents. True to the rumor, this third Larry product is a group of programs and utilities designed to help workers in a wide variety of activities. From the design, it seems that running football pools, producing odd fax cover sheets, and facilitating other forms of office non-productivity will be chief among them. Watch for the nations GNP to take a major dip toward the end of the year!

HARDWARE PLANS FOR 1991...

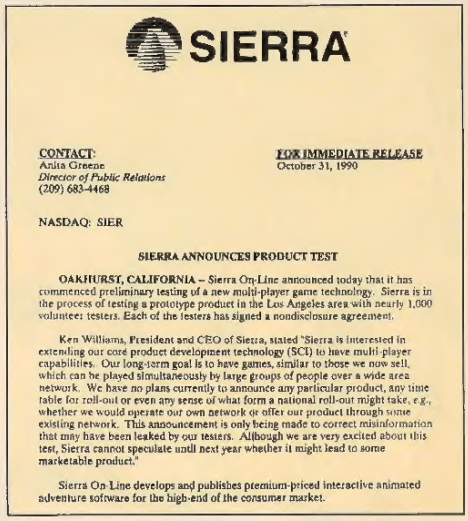
Each year, Sierra managers go away for a couple of weeks to discuss where the company will go in the year ahead, and word is that hardware compatibility was the hot, hot topic at this years meetings. Here's the word on Sierra and Dynamix platforms for 1991.

MS-DOS TO GET BIGGER...

MS-DOS will remain the core of Sierra development efforts over the coming year. All products for the year will require the user to own a hard disk and most software will be delivered on High Density media. Only EGA, VGA, MCGA, and Tandy graphics will be supported on most titles. Owners of old CGA based machines, and those with only low density disk drives may see hardware specials from Sierra later in the year.

APPLE II DISAPPEARS...

Last year, the news that Sierra had discontinued development for the Apple IIGS and Apple IIe/IIc was the talk of the industry. Apple II/IIGS owners across the nation loaded their word processors with buckshot when writing to Sierra management. Word is that the people in admin are now bracing for a fresh round of protests as Sierra prepares to drop these products off the price list entirely. *(Reference the price list in this magazine - it might have already happened).*



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FOR IMMEDIATE RELEASE
October 31, 1990

NASDAQ: SIER

SIERRA ANNOUNCES PRODUCT TEST

OAKHURST, CALIFORNIA – Sierra On-Line announced today that it has commenced preliminary testing of a new multi-player game technology. Sierra is in the process of testing a prototype product in the Los Angeles area with nearly 1,000 volunteer testers. Each of the testers has signed a nondisclosure agreement.

Ken Williams, President and CEO of Sierra, stated "Sierra is interested in extending our core product development technology (SCI) to have multi-player capabilities. Our long-term goal is to have games, similar to those we now sell, which can be played simultaneously by large groups of people over a wide area network. We have no plans currently to announce any particular product, any time table for roll-out or even any sense of what form a national roll-out might take, e.g., whether we would operate our own network or offer our product through some existing network. This announcement is only being made to correct misinformation that may have been leaked by our testers. Although we are very excited about this test, Sierra cannot speculate until next year whether it might lead to some marketable product."

Sierra On-Line develops and publishes premium-priced interactive animated adventure software for the high-end of the consumer market.

If you know anything about this, contact Johnny Magpie c/o Sierra and receive a free "I spilled the beans for Johnny" T-shirt.

THE MACINTOSH BECOMES A PRIMARY FOCUS FOR SIERRA...

Owners of the Apple Macintosh haven't seen much to be impressed with from Sierra in prior years, but that will change quickly as 1991 progresses. ***Space Quest III*** for Mac should already be shipping by the time you read this, and ***King's Quest V*** will not only look good on B&W Macs, but will present color Macintosh owners with yet another way to show off their systems to friends. Because these Macintosh versions require extensive new graphics and sound, SIERRA expects to ship only four Mac games in 1991.

ATARI ST OWNERS WILL STILL BE SUPPORTED...

Software for the Atari ST hasn't been selling well over the last year, but continued development for the Atari ST will continue anyway. Atari ST owners should credit Sierra's international business guru Srini Vasan and Sierra UK for the save, as he was the one that fought for continued investment. The sales potential of the new french and German versions of ST products made the difference and development funding for the ST hangs on for another year.

AMIGA OWNERS GET NEW GRAPHICS...

Sierra's U.K. office also improved the clout of the Amiga in this year's meetings. In 1991, Amiga owners will continue to see improvements in Sierra and Dynamix games. Plans to move the games to 32 colors are already well underway (the programmers tried for 256 colors, but the games ran way too slowly). Improvements in the game interfaces, especially the way the mouse is used, are also planned. In addition, many Amiga titles will be converted to German and French.

MULTIMEDIA CONTINUES DESPITE SETBACKS...

Sierra's big push into multimedia, which should have already happened, was blunted early this year by a virtual flood of announcements on competing multimedia hardware and standards. This flood caused Sierra to cancel its planned Multimedia Upgrade Offer, but CDROM based software is still in the plans. Both Sierra and Dynamix plan CD releases throughout the year despite the confusion at the hardware level.

For more information on the leaked info of this year's game plan, and news on Sierra's planned educational product line, watch for this column in the next issue of The Sierra News Magazine.

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Heart of China is available for MS-DOS computers with 640K. Supports VGA, EGA, Tandy 16-Color, Monochrome, MCGA and CGA graphics adaptors and Roland MT-32, Roland LAPC-1, AdLib and SoundBlaster music cards. Available in 16-Color and 256-Color versions. $59.95.

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MAC HOT DEALS
SEE PAGE 40

IN THIS ISSUE

2 Great New Adventure Games - Space Quest IV and Heart of China!

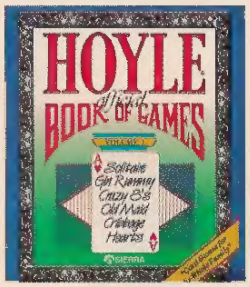
HEY, MAC USERS!

Get Ready for a New World of Sierra Products for Your Macintosh.

Finally, games designed with the Mac in mind.

A new generation of Sierra products is about to be released for Apple Macintosh computers. Enhanced high resolution graphics and thrilling stereo sound are only part of the package when Sierra brings its newest games to play on the Mac.

Take a look at the first three releases in the new Macintosh lineup.



STRATEGY

Hoyle's Book of Games, Volume I

Six popular card games to learn and play.

Hoyle's Book of Games, Volume One is an exhilarating challenge for experienced card players and a great learning opportunity for novices. Even young children can learn to play with the animated Old Maid deck. Play against any of 18 computer opponents with distinct personalities and levels of card playing expertise, including characters from popular Sierra games. Choose a design from a variety of beautiful high-resolution decks to play Gin Rummy, Hearts, Cribbage, Crazy 8's, Old Maid or Klondike Solitaire. Onscreen game rules and sound card support complete a terrific package for card game lovers.

$34.95*

ARCADE

Thexder

The Japanese best seller that brought arcade games back to American audiences.

Thexder is the high resolution arcade sensation from Game Arts of Japan that reintroduced American computer gamers to the joy of arcade games. Fast-paced and furious action explodes from your computer screen as you pilot a transforming robot battlesuit through multiple game levels past powerful automated enemies. An exiting stereo soundtrack adds to your gaming enjoyment.

$34.95*

ADVENTURE

Space Quest III: The Pirates of Pestulon

Award-winning adventure game meets science-fiction spoof.

The Pirates of Pestulon is a wild and wacky trip through the galaxy with swashbuckling sanitation engineer Roger Wilco. Our intrepid hero must rescue the Two Guys From Andromeda, designers of the ***Space Quest*** series, from software slavery at Scumsoft, plucking them from the clutches of those pesky pirates of Pestulon. Winner of the Software Publishers of America Best Adventure Game Award and Computer Gaming World's award for Outstanding Achievement in Music and Sound.

$59.95*

Don't forget to check out our unbelievable Macintosh Super Deal on page 40.

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